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The World Is Not Enough
007

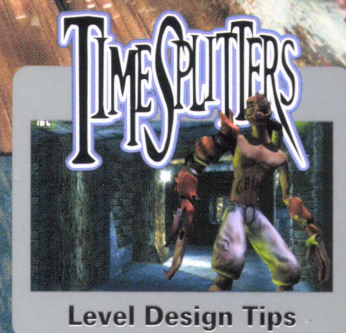
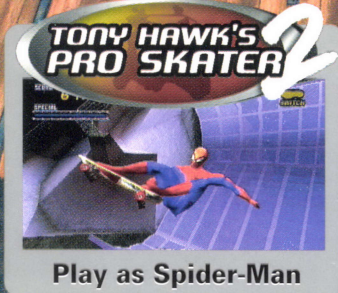
DECEMBER
No. **70**
2000

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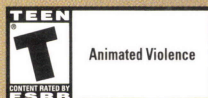



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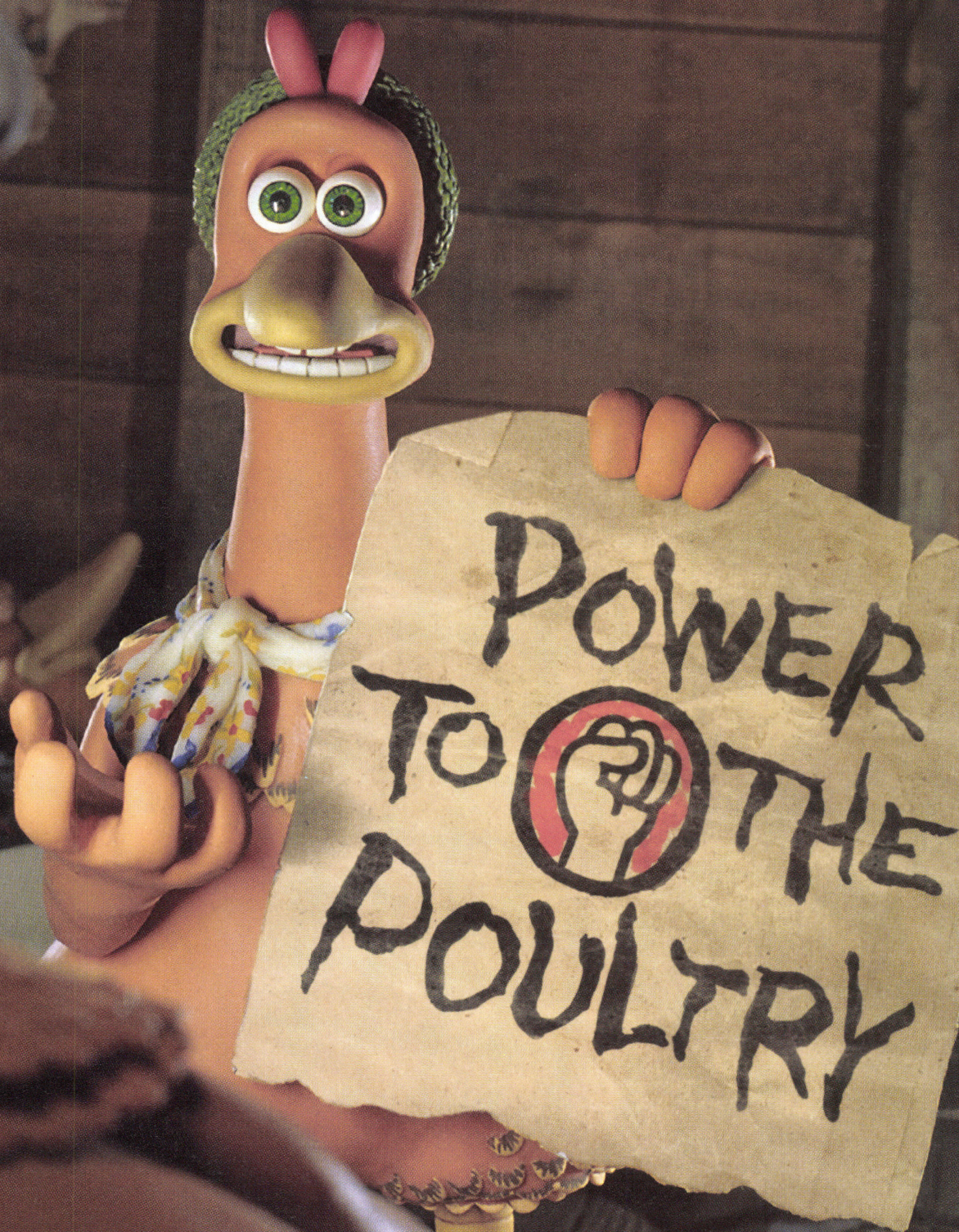
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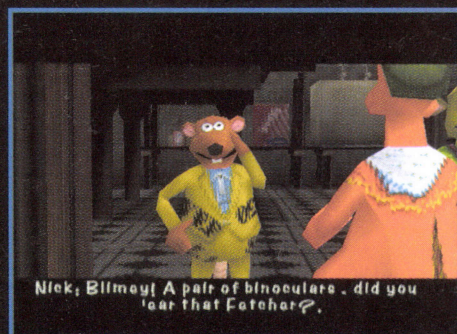
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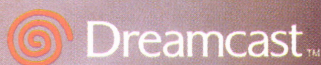
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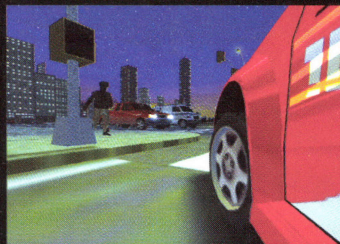


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You know the rules.

10 ROCKSTAR 575BWY 11 ROCKSTAR 5CKSTAR 575BWY 8 ROCKSTAR 575BWY 9 ROCK



10 10A 11 11A 8 8A 9

PlayStation®2

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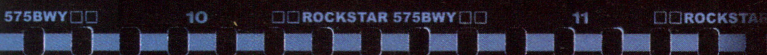
Winning cars are tuned up with equipment from street-racing specialists such as Dimmer, VeilSide, Zender, Neuspeed, Wings West and more....

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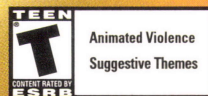
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Capcom vs. SNK...the ultimate collision of strength and power.



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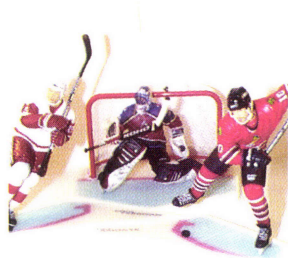
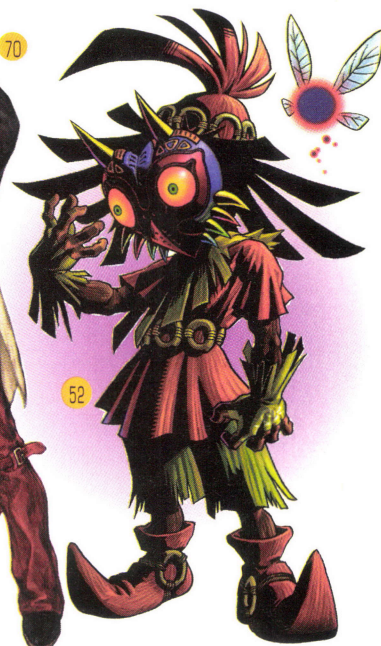
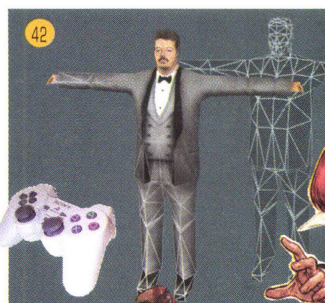


DECEMBER 2000

ON THE COVER

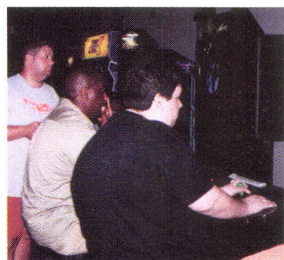
This month's issue covers both the N64 and PlayStation versions of *The World Is Not Enough*. They are two completely different games, so if you're a true Bond fan, you owe it to yourself to play both!

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Sports Desk

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Tournament Report

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Japan Report

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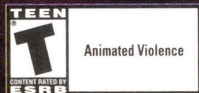


Pokémon Report

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YOU DEFEND YOUR FAMILY.
YOU DEFEND YOUR HOMELAND.
YOU DEFEND ALL THAT IS GOOD.

BUT FIRST, YOU MUST DEFEND YOURSELF.



www.namco.com

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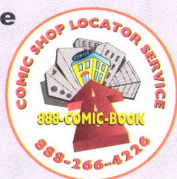
You are the very first dragon slayer, a fearless hero who must combat the most horrific of enemies. You will vanquish evil, marry the heroine, and continue your heroic legacy with each new generation. You will fight as 9 brave characters in 3 action-packed storylines, and battle to prove your worth, your might, your Dragon Valor.

An invitation to Mars isn't an honor...

The newest addition to the Armored Core series allows you to go head-to-head in relentless battles using an endless combination of parts. Never before have you been given so many options for configuring your AC unit for non-stop action – especially with graphics that dazzle the imagination. Choose between solo missions or vs. friends in 2-player split screen or linked combat sorties.



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Replays highlight your destructive kills

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Choose from six different alternative sports as you battle your way through a challenging triple-event competition. It's a pulse pounding race against time... and some hardcore opponents. Master tons of intense tricks in hand-to-hand racing combat. So leave your rule book at home. Adrenaline is the only fuel you'll need!

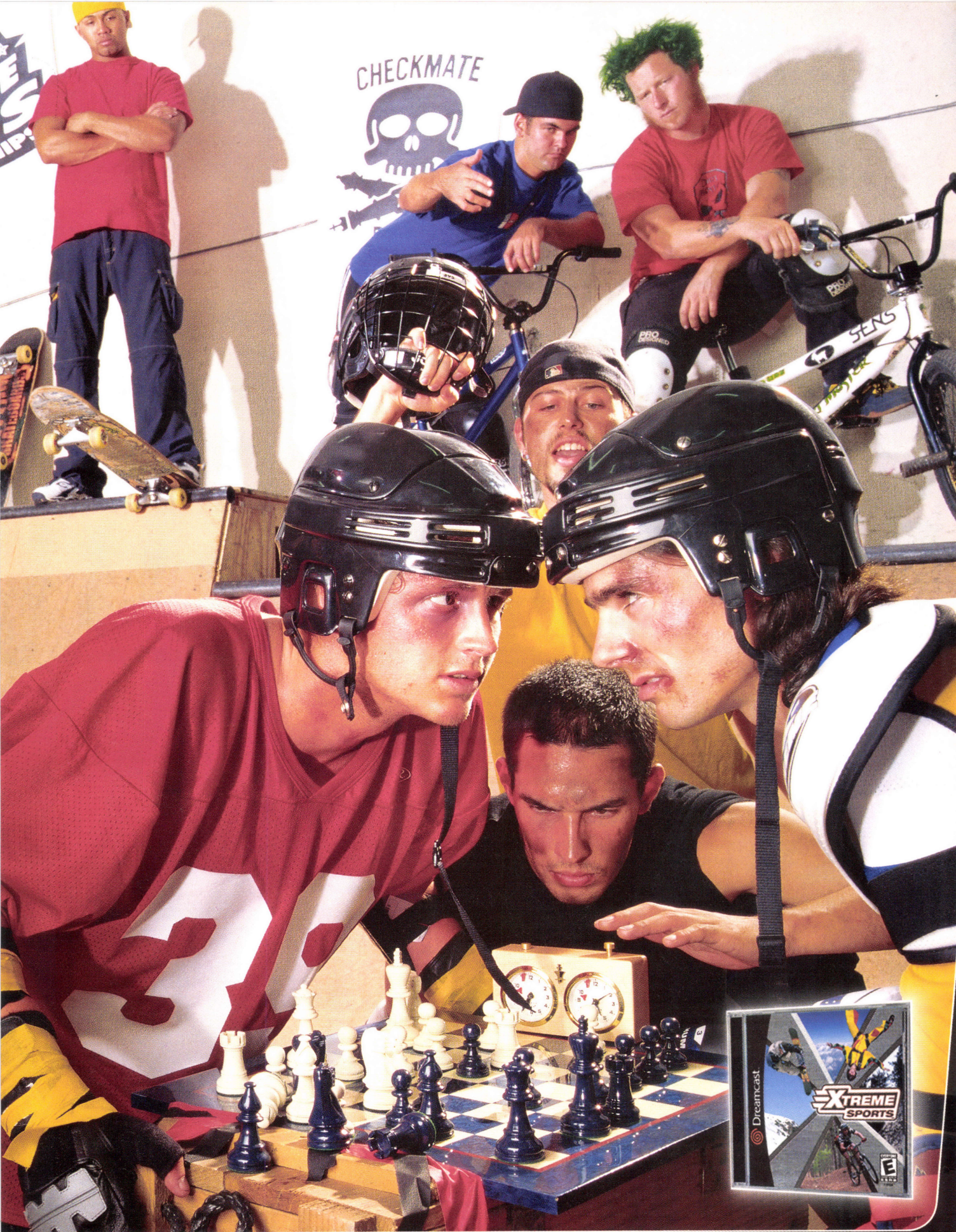
**XTREME
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Violence



Dreamcast



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If there's one thing that *TIPS & TRICKS* Editor in Chief **Chris Bieniek** would like to accomplish in his life that's not video-game related, it's tracking down the infamous "spider pit" scene which was deleted from the original *King Kong* feature film before its theatrical release in 1933. Its loss reminds him how fortunate he is that the video game industry is barely three decades old.

Current Favorite Games: Pokémon Puzzle League, Incredible Crisis, Shemue, Jet Grind Radio



Every year at this time—and it's only October as we write these words—**Anatole Brown** makes plans to do something special for our December issue, something to acknowledge the Christmas season and its significance to the video game industry. And every year we reach our deadline before we even get a chance to take photos of Anatole in his Santa Claus suit. Oh well...Happy Holidays, everybody.

Current Favorite Games: Gundam Battle Assault, MDK2, Madden NFL 2001, Beast Wars Transmetals



Though she hesitates to discuss it for fear of revealing her age, Art Director **Lisa Beattie** really misses the days when you could buy a rectangular chunk of grape-flavored Bazooka gum...and the tiny wax-paper comic would be printed in purple and black instead of the full-color versions that came with the regular flavor. She is pictured here doing her impression of Mort, Bazooka Joe's friend and confidante.

Current Favorite Games: Caesar's Palace II, Klonoa, Spider-Man, Jet Grind Radio



The next time you're organizing a dinner party or any kind of event at which food will be served, be sure to invite *TIPS & TRICKS*' Associate Editor **Jason Wilson**. The young lad has forsaken nearly all forms of nutrition in order to finance his insane passion for rare, unusual and unreleased games for the Nintendo Entertainment System. If you spot him panhandling in the street, please give generously.

Current Favorite Games: Capcom vs. SNK: Millennium Fight 2000, Donkey Kong, Robotron 2084, Dragon's Lair



By far the most skeptical member of the *TIPS & TRICKS* staff, Associate Editor **Ara Shirinian** recently brought in a 12-pack of the new Sierra Mist lemon-lime soda, which he hoped to prove was nothing more than repackaged Slice. Unfortunately, the results of his chemical analysis were still pending as this issue went to press. Ara's favorite restaurant is La Casa de la Carne.

Current Favorite Games: Jet Grind Radio, Sky Odyssey, Keyboardmania, Pop 'n' Music 4



After turning in this month's *Pokémon Report*, Associate Editor **Charlotte Chen** announced that she is officially experiencing "Pokémon Block" and isn't sure if she can continue with her monthly column. The *TIPS & TRICKS* team physicians have prescribed an unusual course of treatment involving fresh air and actual sunshine; we'll see if she can break through in time for the January issue.

Current Favorite Games: Pokémon: Gold Version, Pokémon: Silver Version, The Legend of Zelda: Majora's Mask, Evergrace



Contributing Editor **Pat Reynolds** toils like a tortured slave on each issue of *TIPS & TRICKS*, playing video games for endless hours in his modest Michigan home, drinking gallon after gallon of caffeinated beverages and eating pistachio nuts just to stay awake so he can get to the next stage. Video-game journalism... it's a rough life.

Current Favorite Games: Mario Tennis, Chrono Cross, Capcom vs. SNK: Millennium Fight 2000, Rockman & Forte



If contributor **Geoff Arnold** were a little bit taller...and if he lived in Riverdale...and if he were on a high school football team...and if he walked around saying "D-uh!" all the time...and if he had a girlfriend named Midge...and if he beat the holy crap out of anybody who even looked at Midge...then his nickname would be "Moose." But it's not.

Current Favorite Games: Star Wars: Jedi Power Battles, Capcom vs. SNK: Millennium Fight 2000, Rock 'N Roll Racing, Quake III



Pictured here with his trusty bird dog Bailey, contributor **Rich Krupa** has all of Ted Nugent's bowhunting videos and eats Gonzo Biltong every day (in both flavors, original and BBQ). But he refuses to join Nugent's United Sportsmen of America because he can never forgive Ted for being a member of the band Damn Yankees and recording all of those middle-of-the-road ballads instead of, say, "Stranglehold 2."

Current Favorite Games: Samba de Amigo, Jet Grind Radio, Sega Marine Fishing, Metal Gear Solid



Our newest contributor, **Mike Daly** heads up the *TIPS & TRICKS Sports Desk* (see page 116). Mike forces his family to vacation in Canton, Ohio every year so he can personally congratulate all of the new inductees into the Pro Football Hall of Fame. He can also correctly spell the name of every player in the watered-down, over-ex-panded National Hockey League...even the weird European ones.

Current Favorite Games: Madden NFL 2001, Mario Tennis, Tekken Tag Tournament, NBA Live 2001



Our feisty new Editorial Assistant **Jamie Andrew** was so fed up with the messy *TIPS & TRICKS* offices that she took it upon herself to—gasp!—organize the dreaded Closet of Doom that's off to the side of Jason's desk. Inside, she discovered thousands of old press releases and copies of *VIDEOGAMES & COMPUTER ENTERTAINMENT* magazine...but that prototype copy of *Spot Goes to Hollywood* for the 32X is still missing.

Current Favorite Games: Dino Crisis 2, Dance Dance Revolution, Vampire Hunter D, Frogger

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TWO WORDS

Shenmue

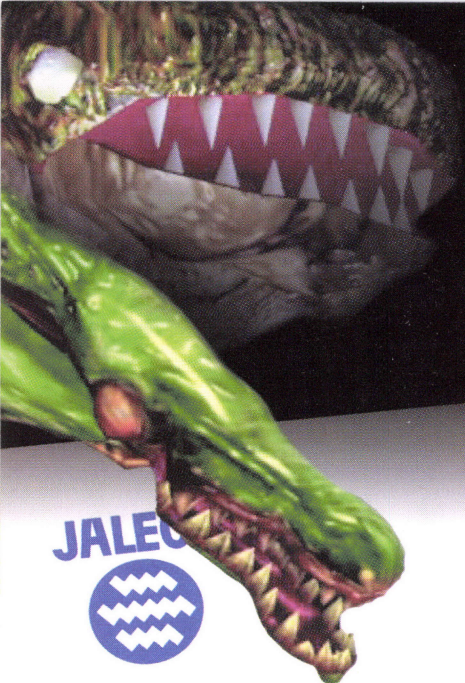


Animated Violence
Mild Language
Use of Tobacco and Alcohol

www.shenmue.com

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Jaleco USA
225 Larkin Drive
Unit 4
Wheeling, IL 60090

Re: Carrier: The Next Mutation ad copy

The following is the advertisement copy for our new game, Carrier: The Next Mutation. The game will be published on the PlayStation@2 computer entertainment system.

Carrier: The Next Mutation is the [redacted] awesome game on the planet. [redacted], it's got it all!

Chicks with [redacted] Guys with [redacted] Action! [redacted] Bombs! [redacted] Blood! Guts! Gore! [redacted] Destruction! [redacted] Rock-n-Roll! All that really [redacted] stuff that makes kids [redacted] their [redacted] and parents pinch [redacted] tighter than [redacted]. Getting through the [redacted] explosions and [redacted] monsters on this ship [redacted] during Desert Storm.

Carrier: The Next Mutation has the [redacted] awesome, god [redacted] scariest, [redacted] monsters and, of course, the [redacted] king of bad [redacted] - MORPH! This huge [redacted] plant named MORPH is just waiting to get you [redacted] and infect you! MORPH! is the baddest [redacted], [redacted]. Were not talking [redacted] off philodendron here. This plant is so [redacted] think a weed could [redacted] anyway. this game on an empty stomach. Your momma's cookin' [redacted] anyway.

In Carrier: The Next Mutation you go through this [redacted] aircraft carrier trying to reach the engine room without getting [redacted] infected by MORPH or [redacted] your head [redacted] off and [redacted]. MORPH! and his band of [redacted] started to [redacted] the crew. They're already [redacted] and [redacted] gonna help [redacted] now. You can't [redacted] your friends or crew mates any farther than you can [redacted] a rock.

Sure you got a [redacted], [redacted] gun to blow this [redacted] MORPH! away. Your gonna need help, [redacted]. But who [redacted]? Who is still alive and who is [redacted] bait.

Thank you for taking the time to review my copy. We know that Carrier: The Next Mutation will be a [redacted] must have for all gamers.

**COMING
FEBRUARY 2001**

Sincerely,
Ken Gratz
Ken Gratz

CARRIER: The Next Mutation

(Game name may change)

WARNING!

We wanted to tell you all about our cool new game Carrier: The Next Mutation

Well. . .

Our ad agency said you can't say those kinds of things, so this is it.

Buy our game. Filling in the blanks will never be this much fun again.

PlayStation®2



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Readers! Do you have a comment or question for the staff? Do you feel like waxing poetic on your favorite games? Write to:

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Suite 900

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Each letter is read and stored in our circular file. We can't personally respond to your correspondence, but we love mail!

ANTI-WHAT?

I heard that Namco was going to add anti-aliasing to the graphics in Tekken Tag Tournament for the U.S. version of the game. Is this true? Why are anti-aliased graphics better than non-anti-aliased graphics?

—Jason Delmonico
Muncie, IN

Yes, it's true. The development team at Namco actually went back into the code and added in routines to anti-alias the graphics, just for our version of Tekken Tag Tournament on the PlayStation 2. For those of you who don't know, anti-aliasing is a programming technique used to specifically minimize the appearance of a particular graphics artifact known as "aliasing." Aliasing occurs when an image is drawn on a raster of any TV or computer monitor. This artifact is inherent in the design of all computer display output peripherals, except for things like vector monitors. Aliasing is more popularly referred to as "jaggies," in reference to the jagged lines or edges that are its most obvious effect.

Anti-aliasing has become an unnecessarily hot topic among the gaming press (and in turn among gamers themselves) in the past year, largely due to ignorant reporters and editors. Most of them will tell you that anti-aliasing must be implemented in every new game; that if you can see even one pixel stand out from others, it's unacceptable. Indeed, the PlayStation 2 has been widely criticized for the lack of satisfying anti-aliasing in its games. It's quite ironic that most of the complaining is coming from the press instead of the developers.



Here is a group of actual unretouched images of the Japanese (left) and U.S. (right) versions of Tekken Tag Tournament.

The reality is that sometimes anti-aliasing makes an image look better, and sometimes it does not. If you anti-alias too much, the image becomes blurry or foggy. Also, anti-aliasing necessarily decreases the overall contrast of an image, as well as the amount of detail that can be displayed within any area of pixels. It's a trade-off, at best. Another issue that seems to be forgotten is that with a display of sufficiently high resolution, anti-aliasing becomes unnecessary altogether. That is, the effects of aliasing approach zero as you increase the resolution of a particular display.

What it really comes down to is that some people prefer a smoother image with less contrast, while others prefer a sharper image with more contrast. It's totally subjective. But don't take our word for it! Above you can see images from the Japanese and U.S. versions of Tekken Tag Tournament. Which one looks better to you?

'CUBE COMMENTS

Hi! This letter is about the Nintendo GAMECUBE. The Nintendo GAMECUBE is going to use CDs. If all this time Nintendo used cartridges, why did they suddenly decide to switch? I think it would be better for the company if the games were on cartridge; they may cost a little more, but this way the games can't be copied. If the games were on CD, obviously people would burn copies of the games because it would be cheaper, and Nintendo would lose lots of money. No matter how hard they try to stop it, people would find out how to copy the games, just like the Sega Dreamcast. Their CDs have more memory than a regular CD, but people found out how to copy the games and use a CD loader or a mod chip. If the GAMECUBE used cartridges, nobody would be able to copy the games and they would make a lot more money. I am happy the games are CDs because they will be

much cheaper. I hope you guys hear what I am trying to say; if the games were cartridges the games would not be as good as CDs.

—Eric Wong
Sacramento, CA

Thanks for your letter, Eric. Actually, the GAMECUBE will not use a standard CD, but instead it will use a high-density optical disk format. This format is new and it is proprietary, which means that—ideally—Nintendo will be able to control the manufacturing of all such disks in the same way as it has been able to control cartridge production in the past. Most likely, the reason for the format change was because of cost. Cartridges are very expensive to produce. The rest of the industry has moved on to optical disks; it was only a matter of time before Nintendo followed suit.

TOKEN OF THE MONTH



This month's token is from **Starcade in the East Carolina Mall in Greenville, NC.** It was sent in by **Robert McCoy of Snow Hill, NC.** Thanks, Robert!

Arcade Players & Operators: Send us a token from your favorite arcade! If we choose it as our "Token of the Month," we'll print your name and use your token as the "Arcade" icon in the magazine for one issue. Tape the token to a piece of cardboard (so it doesn't come loose in the envelope) and send it to:

Token of the Month
TIPS & TRICKS Magazine
8484 Wilshire Blvd., Suite 900
Beverly Hills, CA 90211

"THE ULTIMATE GETAWAY GAME GETS EVEN BETTER"
PSM Magazine, July 2000

"STRAP ON YOUR SEATBELT FOR THE MOST EXPLOSIVE
DRIVING EXPERIENCE SINCE THE PINTO"
Incite, July 2000

"...AN ALL-OUT BETTER WHEELMAN EXPERIENCE"
Gamespot, August 2000

COMING THIS NOVEMBER



DRIVER 2

THE WHEELMAN IS BACK

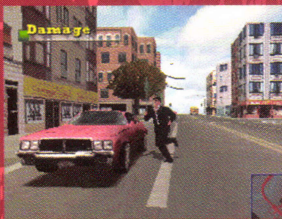
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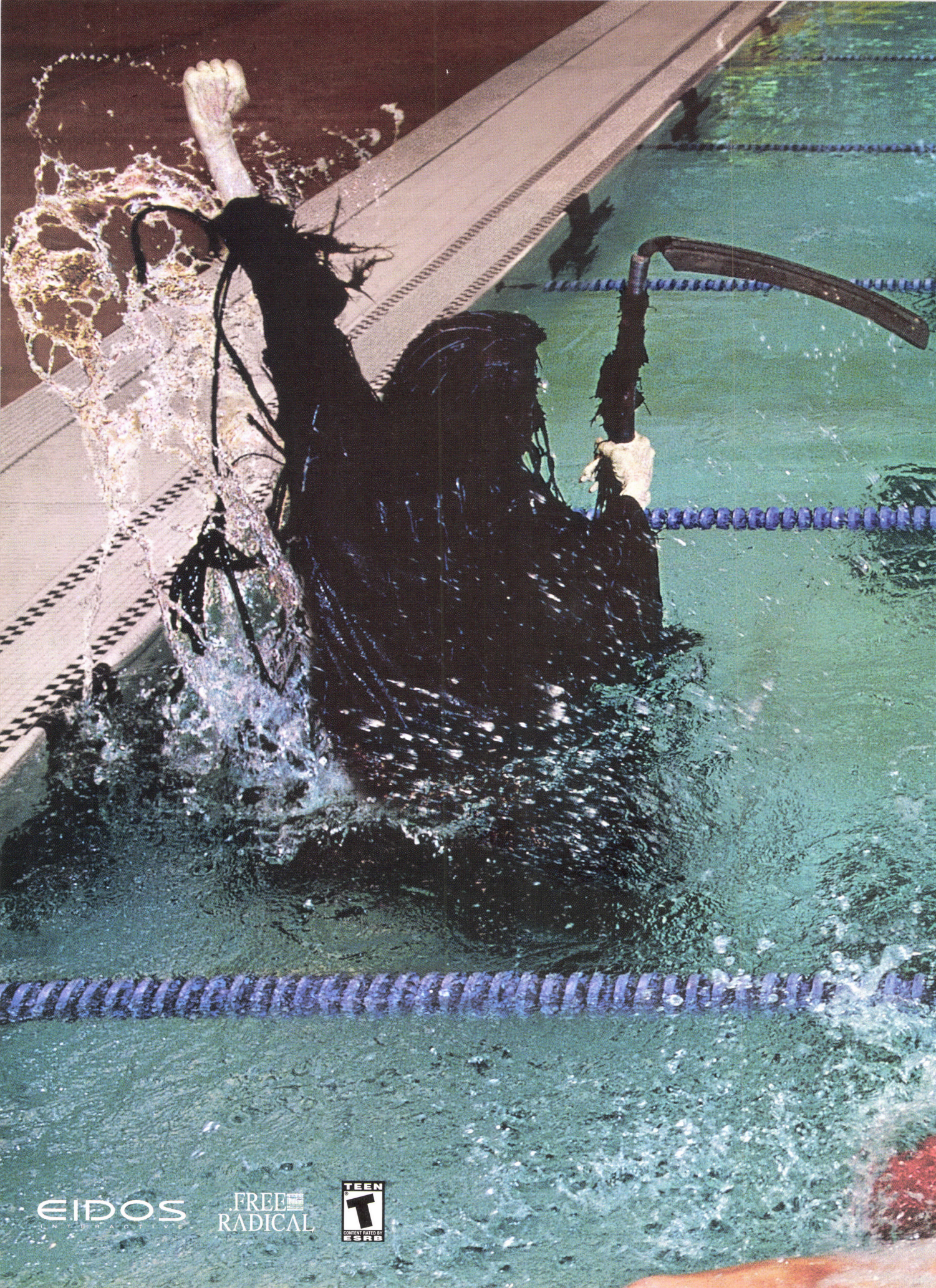
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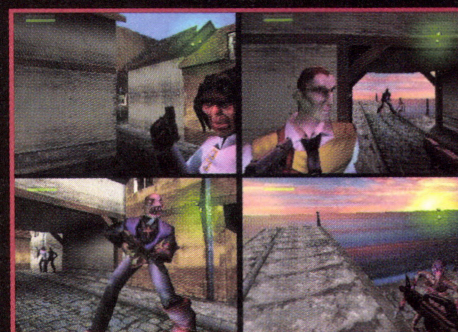
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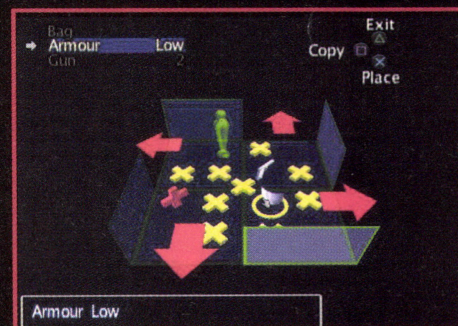
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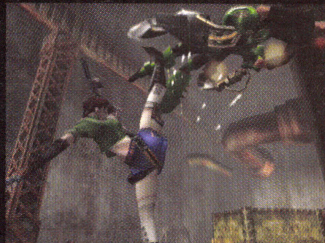
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TAKING HELL TO THE NEXT LEVEL.



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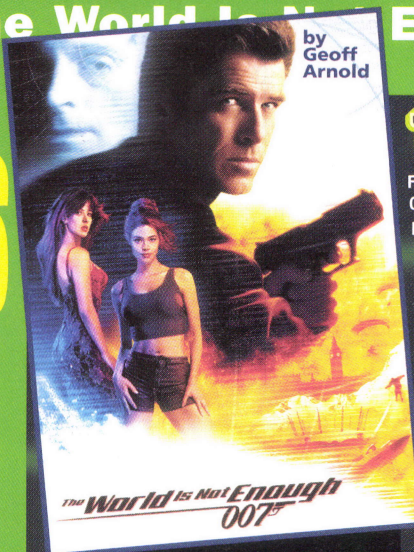
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by
Geoff
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The Story

For anyone not familiar with the latest installment of the Bond series, here is a brief synopsis of the plot: 009 was sent by MI-6 to assassinate a madman named Renard. Before 009 was eliminated, he managed to partially complete his task by lodging a bullet into Renard's brain. Unbeknownst to the rest of the crew at MI-6, Renard lived through the assassination, and—due to the location of the bullet in his brain—he now feels no pain and has unparalleled strength and speed. Renard, now bent on revenge, has begun a quest to destroy MI-6 at any cost. He manages to secretly plant a bomb inside MI-6 headquarters and uses oil tycoon Sir Robert King as the detonator by planting a trigger on his lapel and detonating the device once King is inside. Bond becomes intent on stopping Renard and takes leave from MI-6 to act as Elektra King's personal bodyguard until Renard can be found and eliminated.

Difficulty Settings

While *TWINE* isn't an actual sequel to *GoldenEye*, it would suffice to say that this is the closest any of us will ever see to a "true" *GoldenEye 2*. The game is divided into 12 levels, each with its own own puzzles to solve, baddies to eliminate and secrets to unlock. Each specific level is then divided into three difficulties: Agent (easy), Secret Agent (medium) and 00 Agent (hard). Within each level, the tasks that are required to complete the level change slightly or increase as you progress through each difficulty setting. For example, if you needed to plant only two wire taps in a specific level at the Agent difficulty setting, you may need to plant three when playing that same level at Secret Agent difficulty—or the locations of the phones may have changed. This adds tons of replay value...not to mention the fact that beating the game at each difficulty level rewards the player with certain perks for the multiplayer mode such as new characters, new weapon modes and even new multiplayer levels.

Mission Strategies

For those who are familiar with *GoldenEye*, the level progression is very similar. Each mission has three difficulty levels. Beating each level at a specific difficulty setting will "unlock" the next level with the same difficulty setting. (For example: Beating Mission 1 at 00 Agent will allow you to play Mission 2 at the 00 Agent difficulty). Also be aware that when you progress through the different difficulty settings for each mission, the missions will change slightly as the difficulty increases. For example: At the Agent difficulty setting, enemies usually only take two or three shots before they die, whereas at the 00 Agent difficulty setting, enemies may take upwards of six shots before they die. At the Agent setting, enemies have slow reaction times and poor aim, firing only a few shots at you. In 00 Agent mode, enemies have very quick reaction times (i.e. they can see you from farther away, can hear you walking and rush out from behind corners to surprise you). They also have excellent aim and will empty their clips on you if they know you are around. Aside from the enemy difficulty, the game also gets a bit more complex by adding more objectives for each mission and adding more enemies to locations where there were few existing enemies (or even none at all). To top it all off, at the 00 Agent setting you'll find almost no body armor, your weapon has virtually NO auto-aim, you take approximately 30% more damage and find very little ammunition throughout each level. It pays to play each Mission several times over on all difficulties, ensuring that you know the each Mission extremely well. This will help when trying to beat the game at the 00 Agent difficulty setting. Some levels may only be completed after numerous attempts to achieve maybe one or two specific objectives. Please note that even though the mission objectives are listed in alphabetical order, some objectives may not be completed until others are finished (i.e. Objective B is accomplished after Objective C).

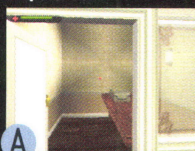
MISSION 1: Courier

After a classified report from the Russian atomic energy department was taken from an MI-6 agent's body, Sir Robert King accidentally purchased this document believing that it contained information on terrorists. Lachaise, the owner of the bank where King dropped off his money, has offered to return the money back to King because of the misunderstanding. It's up to you to get the money back from the bank.

Agent

• Objective A: Collect Equipment from Safety Deposit Box

Once you start off in the main lobby of the bank, make an immediate right and head through both sets of double doors and into the first room where your gear is located.

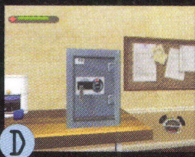


• Objective B: Avoid Civilian Casualties

If you see any civilians pleading for their lives, ignore the urge to put a cap in them to complete this objective. This includes bank guards.

• Objective D: Crack Safe to Obtain a Security Swipe Card

Head back out into the lobby and make another right toward the guard by the large metal detector. Show him your appointment card and commence your meeting with Lachaise. After Lachaise is assassinated, shoot the guard on the floor to keep him from getting up and firing at you. Head over to the door by the window (not the brown door leading to the stairway), walk through it into the office and cautiously open the door leading out into the hallway. There will be one bodyguard directly in front of you and another down at the end of the hallway to your left by the elevator. If you haven't silenced your P2K, another henchman will come out of the room across the hall when you are firing at the guard by the elevator. Pick up the weapons and head down the hall toward the elevator. Around the hallway to the right awaits another baddie. Shoot him quickly and enter the first door on your right. In this small room are two more bodyguards along with two glass cases containing .44 and 9mm ammo. Pick



up the ammo and open the door in front of you to get to the room containing a safe. Take out the lone bodyguard in this room, switch to your safe cracker, open the safe and grab the swipe card from inside.

• Objective C: Collect Sir Robert's Money from Lachaise's Vault

If any stray bodyguards enter the room (there are two outside of the door opposite the one you entered) take care of them quickly and head back the same way you came. Look for the secured door at the end of the hallway opposite the elevators and use your swipe card to get into the vault room. Once inside, use your keypad decoder on the keypad and grab the briefcase of money from inside the vault.



• Objective E: Escape Bank with Money

Holster your weapon, take the elevator down to the first floor and run out the front door of the bank.

Secret Agent

Everything remains the same as it was in the Agent difficulty setting except that there are a few more guards in the hallways and you are given a new Objective E.

• Objective E: Destroy Videotape Backup

If you follow the hallway around to the right until it ends, you will see another secured door that requires a security swipe card to enter. Grab the card and enter the room, taking time to introduce both bodyguards in the room to your P2K, and use your data scrambler on the VCR in the corner of the room.



00 Agent

The objectives remain unchanged from the Secret Agent difficulty setting, however, you must now accomplish everything in a much more timely manner due to the addition of several bank guards that now roam the upper floor. Use your watch darts to stun them and take their weapons and continue on as usual. Just remember that you may have to use several darts since the tranquilizing effect wears off after a few minutes.



MISSION 2: King's Ransom

Somebody is attacking MI-6. You learn that Sir Robert's daughter, Elektra, was kidnapped by Renard in the past and that M helped her to escape. You also learn that Sir Robert purchased the missing document in order to find out who has been attacking his oil pipeline in Kazakhstan, and that his visit to MI-6 might have drawn out these terrorists. It's up to you to save MI-6 headquarters from these terrorists and to find Sir Robert King.

Agent

• Objective A: Protect All Primary MI-6 Personnel

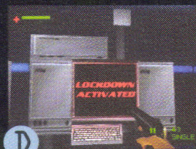
If you see any terrorists near any MI-6 personnel, shoot them immediately to keep them from injuring your friends.

• Objective B: Avoid Causing Civilian and Security Guard Casualties

Just watch where you're pointing your gun when firing at baddies; civilians like to run into your line of fire.

• Objective D: Activate Top Floor Lockdown Panel

Head out of M's room and talk to the guard just outside the door. He will ask you to initiate a lockdown on the top floor. Walk over to Ms. Money Penny and talk to her; she will give you a pen grenade, which you can use to blow up baddies. Exit Money Penny's office and immediately turn to your left. You will see a terrorist crash through the window. Blow him away, take his gun and start down the hallway behind you. You should see more terrorists running your way from down the hall. Taking care not to shoot the guards in the hallway, blast the two terrorists, pick up their weapons and head down the hallway to the left where you can see a big "Security" sign posted. Turn left at the end of the hall, kill another terrorist that comes crashing in through the window, then make a right and follow the hallway until it splits. Make a left, kill another terrorist and finally make another left to reach a long hallway. Yet another terrorist will bust through the window here, just outside of the security door. Kill the terrorist, take his weapon and press the button outside of the secure door to reach the inside. Once inside, look for the computer that controls the lockdown mechanism and use the keyboard to initiate the sequence.



• Objective E: Activate Sprinkler System

Head back the way you came—taking the time to look for any more random terrorists which may have entered the building—and make a left when you reach the door that leads to M's office. Follow the hallway down toward the "Fire Exit" sign and take a quick stop by the office on the right just before the stairwell to pick up some body armor. Enter the stairwell and shoot the terrorist hanging out on the repelling cable before you start to make your way downstairs. Look for a few terrorists hanging out in the stairwell on your way down to the ground floor. When you reach the ground floor you will be greeted by a big explosion, following a few more terrorists dropping down on repelling wire from above. Cap them as the fall, pick up their weapons and head out the door. Follow the hallway and talk to the building guards, which will add two more objectives to your list. When the hallway splits (you can go either straight or left), go straight through the door in front of you that is lit up by a green light. Take out the terrorists that rush you from the end of the hallway; when the hallway splits again, make a right. Follow the hallway around the corner, shoot the terrorist near the sprinkler activation system and turn the system on.



• Objective F: Activate Ground Floor Lockdown Panel

Follow the hallway back out from the sprinkler system and go straight out of the door. Make your second left to reach the security center and close down the ground floor by using the computer inside.



• Objective C: Find Sir Robert King

Run back toward the stairwell where you entered the ground floor and make a right at the large hallway that contains the floor map. Hang a left at the map and enter the first door on your left to find a dark room with another set of body armor guarded by a lone terrorist. Exit the room and continue to follow the hallway until it ends; you'll find yourself in a large open room with video monitors mounted on the ceiling. Turn directly around and press the security switch behind you—this will open the doors leading to the vault where Sir Robert is. From here, head back out the way you came and make an immediate right outside of the door. Follow the hallway along—mowing down the occasional terrorist—and look for the signs leading you to "Q Division." Eventually you will end up back by the stairwell where you will see a door with a green light over it that says "Q Division." Go through here to exit the level.



Secret Agent

More terrorists roam the halls—including the room containing the second body armor—and you are given three new objectives to complete along with the objectives from the Agent difficulty setting.

• Objective E: Rescue M from the Terrorists

As soon as you activate the third floor lockdown, you will get a message from Money Penny stating that terrorists have kidnapped M. Rush back to her office—taking out the random terrorists roaming the halls—and shoot the baddie that has taken M hostage.



• Objective F: Escort M to Security Center; M Must Survive

After you rescue M, take her to the room where you initiated the 3rd floor lockdown, taking extra care to ensure that M doesn't take any rounds on the way there.



• Objective I: Escort Dr. Warmflash to Injury Victims

When you reach the vault, you will find some injured personnel that need medical attention. Head back out of the vault and follow the hallway back toward the medical division. Find the good doctor in the room at the end of that hallway and escort her back to the vault. Watch for terrorists immediately after you exit the door and make your way back!



00 Agent

Even MORE terrorists roam the halls, you have to complete all the objectives in both the Agent and Secret Agent difficulty settings and there is only one set of body armor located in the room near the building map.

MISSION 3: Thames Chase

After having a few close run-ins with Davy Jones' locker, you manage to force the unknown person that attacked MI-6 to the waterfront and now she is on the move. She is trying to make her way down the waterfront to escape any retribution that MI-6 had in mind for her. Pursue her at all costs and make sure she doesn't get away!

Agent

• Objective B: Rescue the Hostages

You begin the level near your crashed boat at the edge of the waterfront. Head toward the water and take the stairs up to the docks, then follow another set of stairs up to an alley. Cap the two terrorists inside the van and put bullets in two more terrorists just outside of the vehicle. Before you continue on, look for a sniper in the building in front of you behind the left window. Use your SA90 to take him out, grab all the ammo and check the small alleyway behind the building to grab a speargun. Still equipped with your SA90, slowly make your way down the stairs opposite the speargun and peek around the corner. You should see two terrorists holding a couple of tourists hostage. Try to take the terrorists out with headshots as quickly as possible so they don't kill the hostages. Once both hostages are freed you can continue your search for the Cigar Girl.



• Objective A: Pursue but Do Not Eliminate the Female Assassin

Even though she has a large head start on you, she isn't impossible to catch. From where you took out the terrorists, make a right down the alleyway and peek around your left to look for some terrorists dressed in wetsuits. They will fire spears at you on sight, so take them out quickly by strafing out back and forth from behind the wall. Once out on the docks again, look for a sniper at the end of the building where the hostages were. You can nail him from afar with little trouble. Continue on your way into the large warehouse and climb the boxes to reach the top level. Just outside you will be greeted by a few more terrorists on your way down the walkway. Continue to follow the path until you find yourself inside another warehouse. Make your way through the crates and shoot the lone terrorist atop the platform near the south wall. Set your watch to grapple mode and use it to climb up to the platform where the terrorist was. If you turn directly around from here and use your grapple line as a diving board, you can jump onto the stacked crates behind you. Jump from crate to crate to reach some body armor on the pedestal opposite the door that leads out. Grab the armor, then make your way back across the crates and out the door. Head through the next door and back out onto the wharf. Continue along the wharf until you come to a set of stairs on your right; this will lead you out. Be careful, though, as snipers and terrorists inhabit the wharf and are intent on turning you into fish food. Head for the subway tunnel to complete the objective and the mission.



Continued



MISSION 4: Underground Uprising

The unknown assassin has made her way underground into the subway. Catching her is the least of your worries right now, as a group of terrorists are holding some civilians hostage in the subway and have planted a bomb somewhere below. The good news is that you have a bomb disposal kit from Q that you can use...if you find the bomb before it explodes.

Agent

• Objective A: Rescue the Hostages

There are several civilians located throughout the subway that require your assistance to be free. As soon as you begin the level, head down the stairs and pan around to your left. As you come around the corner, you will see a terrorist shooting at you from the building just ahead. Shoot him, then shoot the next baddie around the corner to your left and follow the subway along. Head down the escalator and take care of two more terrorists at the bottom, then grab the body armor and make your way back to the beginning of the level. Follow the signs that say "Platform 2;" they will lead you down the escalator where you will be greeted by more terrorists. Continue to follow the subway around to the left, then right; look for two terrorists holding a pair of civilians hostage near the soda machine. Free the hostages by capping the two terrorists to complete the objective.



• Objective B: Defuse Terrorist Bomb

Continue down the subway path and into the lower tunnels. You should see some terrorists on the way, but they shouldn't pose too much of a problem. When you reach the area where the subway train is running by, wait until it passes, hop down onto the tracks and run across to the access door on the other side of the tracks to the left. Be sure not to stop, lest you find out what it feels like to be Agent Smith from *The Matrix*. Continue on through the door and down the path. Look for the entrance to the first bathroom you come to. Enter the bathroom, kill the two terrorists hanging out in random stalls and look for the last stall to contain the bomb. Use your bomb disposal kit—but only for a couple of seconds at a time since the bomb has an anti-tampering device built in and will explode if you try to disarm it too quickly. Continue along in the subway and you will find the exit door. Head up the stairs, making your way over any collapsed sections to the top of the stairwell. Open the door and run toward the hot air balloon to complete the mission.



• Objective C: Pursue but Do Not Eliminate Female Assassin

As long as you make it to the end of the stage, this objective will be accomplished.

• Objective D: Avoid Civilian Casualties

This one is simple: Be sure not to shoot anyone who isn't wearing a TAC P vest and a black mask.

MISSION 3: Thames Chase

Secret Agent

Plenty more baddies to go around this time. Look for random snipers to be perched along the rooftops and look for the extra terrorists that infest both warehouses. Also, there are two new hostages that need to be rescued; they are located in the warehouse with the body armor. Everything else is business as usual.



00 Agent

Even more terrorists are hanging out this time. This level may take a few tries to complete; patience is the key, especially when trying to save your ammo. Make sure you take the time to aim carefully and be extra cautious when looking around corners since there are so many more enemies now. You have one more hostage in the beginning that needs rescuing, but nothing else has changed from the Secret Agent difficulty. If you can make it to the body armor with any amount of energy left, you will be in good shape. Just watch for the eight terrorists at the end near the subway. If you completely bypass them and make a run for the subway, you might just make it with the body armor.

Secret Agent

The objectives are the same as they were at the Agent difficulty setting, but things get a bit more difficult. Not only are there more random terrorists running around the subway, but you must rescue more than two hostages and you have 30 seconds less time to find and defuse the bomb. The other hostages who need to be rescued are located near the body armor at the beginning of the stage, the area near the running subway train and the area just outside of the stationary subway car.

00 Agent

The objectives remain unchanged from the previous two difficulty settings, but things have become even more difficult than they were on the Secret Agent difficulty setting. You now only have five minutes to find and defuse the bomb as well as rescuing even more hostages. Look for the hostages in the same locations as they were in the Secret Agent difficulty setting, but look for more terrorists to be guarding them. Your best bet is to use your stun grenades to stun everyone, including terrorists and hostages, then take care of the terrorists while they are stunned. Unless you are extremely quick on the draw and have near perfect aim, the stun grenades should be used whenever possible since the terrorists now have itchy trigger fingers. Also, be prepared to encounter the usual number of extra baddies that you would find lurking in the 00 Agent difficulty setting.

MISSION 5: Cold Reception

Elektra agrees to accept you as her personal bodyguard and you agree to help her make sure everything is running smoothly with her pipeline. Just as things seem to be on the up and up, you and Elektra are suddenly visited by some uninvited guests. It's up to you to draw the terrorists away from Elektra and make it safely to the bottom of the slopes where a helicopter waits for you.

Agent

This level can be a bit of a pain at the Secret Agent and 00 Agent difficulty settings, but at Agent you can sit back, relax and take a break from the norm by riding down some giant slopes on a pair of skis.

• Objective A: Draw Terrorists Away from Elektra

This will be accomplished as long as you make it down to the bottom of the hill. There are two sets of body armor in this mission: one just after the first tunnel and one on top of a cabin just before the second tower. To reach the first set, simply hold your Strafe Left button and jump off the cliff to find it. For the second, look for a split in the path just after another long tunnel and strafe left to gain access to the cabin rooftop.



• Objective B: Destroy Fuel Dump at Tower #1

As you are skiing down the slopes, you will eventually come across a large communications tower on your right side. There are a whole bunch of fuel drums sitting outside. Simply strafe them with any weapon to get them to explode and complete the objective.



• Objective C: Destroy Fuel Dump at Tower #2

Just after the second set of body armor you will see another communications tower similar to the previous one sitting off the path to the left. Strafe it as you did before to complete this objective.



• Objective D: Get to the Bottom of the Peak

Another simple objective; just make it down to the bottom alive. Don't forget to shoot the barrels prior to arriving at the helicopter, since they will explode and do massive damage if you get near them.

Secret Agent

The objectives for this difficulty setting remain the same as they did at the Agent setting. Look for more baddies (as usual) to chase you down the frosty slopes on your way to the bottom. It will help you greatly if you can score both sets of body armor, since you will now be taking more damage from each enemy bullet.

00 Agent

The objectives for this difficulty setting remain unchanged. It is now a necessity to snag both sets of body armor to complete this mission, as there are nearly twice as many enemies now as there were at the Agent difficulty setting. Since you are able to use auto-aim, your success in this level will really come down to your ability to kill multiple enemies rather quickly and getting both sets of body armor. The game starts to get a bit difficult here and it may take you multiple tries to pass this level.





MISSION 6: Night Watch

Someone seems to want a permanent gag on Elektra, and all fingers point to a person working for King Industries. The most logical suspect is a man named Davidov, who is Elektra's head of security. He has been having many meetings as of late with an unknown person who is suspected to be Renard. It's up to you to find the evidence to support this accusation.

Agent

Unlike the last mission—in which your main objective was to shoot everyone in sight—you must now utilize your stealth training to its fullest potential in order to sneak around Elektra's house without being seen. There are many guards roaming the grounds as well as security cameras, so if you aren't careful, you might be caught and will have to start the level over again.

• Objective A: Avoid Alerting Gabor

Gabor roams the grounds back and forth in between the room where you begin and the entrance to the King mansion. Be sure he doesn't spot you or catch you knocking out any guards or you will have to start over.

• Objective B: Avoid Alerting Davidov

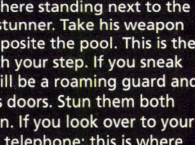
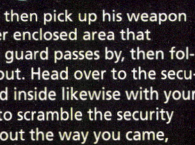
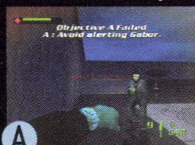
You won't even see Davidov until the end of this mission, but if he sees you wandering around taking pictures of things, you will have to start the mission over.

• Objective C: Avoid Any Casualties

The guards on Elektra's payroll are innocent civilians; even though they may pull guns and fire at you, resist the temptation to fire back at them. Use your fists to knock them out instead.

• Objective D: Find Telephones and Plant Wire Taps

You will need substantial evidence to prove that Davidov is indeed a traitor; with the phone taps, MI-6 will be able to listen in on any conversations that take place in the mansion. Getting to the phones may be a bit difficult, though, so here's the best way to go. Start off the level by exiting the room that you're in and switching to your watch darts. Jump off the ledge outside of the room and run over to the left wall, then activate your X-ray glasses and look for a group of three guards talking to your right. Shoot all three with darts, punch them after they fall to the ground and grab their weapons, then turn around and head over to the locked gate behind you. Bust the lock with your laser or silenced P2K, then switch to your watch stunner and look for a guard to be roaming this small-enclosed area. Stun the guard and knock him out with your fists, then pick up his weapon and follow the path down the small hill to another enclosed area that houses a security building. Wait until the roaming guard passes by, then follow him and use your watch stunner to take him out. Head over to the security building, bust in the room and greet the guard inside likewise with your stunner. Switch to your data scrambler and use it to scramble the security cameras' signal in this area. Follow the path back out the way you came, past the three guards you shot with darts and through the small stone archway to reach the pool area. There is a lone guard here standing next to the pool whom you can easily take care of with your stunner. Take his weapon and sprint across the area to the far stone wall opposite the pool. This is the area where Gabor likes to roam the most, so watch your step. If you sneak over into the next part of the compound, there will be a roaming guard and a stationary guard outside of a set of double glass doors. Stun them both and walk through the doors into the King mansion. If you look over to your left on a stand near the wall, you will see the first telephone; this is where you need to plant a wiretap. Look for the door in the room near the wall op-



posite the phone. Walk through that door and continue straight down the hallway to another door that leads you back outside. There is a roaming guard in the quad here as well, along with another security building. Stun the guard, then give his buddy inside the building a dose of the same. Switch to your data scrambler again and scramble the security cameras, then make your way out of the quad through the stone archway and into another area with a locked building in front of you. If you turn to your left, you will see a gated area that houses another security building. Bust the lock and head over toward the building, stunning the roaming patrol guard on the way. Once inside the building, stun the second guard and disable the security cameras in this area with your data scrambler. Head out of the gated area and over to the building with the locked door. Destroy the lock and sneak inside, then look for the room near the exit door on your right. Switch to your watch darts and take out both guards inside, then look for the safe in the corner. Use your safe cracker to open the safe, then take a picture of the first piece of evidence needed to accuse Davidov that lies inside. Take the door leading out of the building, sneak through another stone archway, then follow the path through the small forested area to reach a small unmanned building with a car sitting out front. As soon as you enter the building, Davidov will start to move to your location, so your time inside will be limited. Quickly switch to your phone tap and plant a tap on the second phone sitting on the desk in the corner to complete this objective.

• Objective E: Photograph Documents Showing Davidov is a Traitor

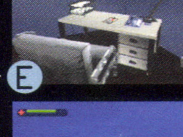
You have already taken a picture of the first document, so as soon as you plant the phone tap, immediately switch to your camera and take a picture of the last piece of evidence that sits right next to the phone. This will complete objective E.

• Objective F: Climb Undetected into Back of Davidov's Car

After you take your picture, quickly run out of the door and into the back of Davidov's car by pressing the B button near the trunk.

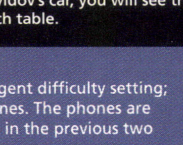
positive the phone. Walk through that door and continue straight down the hallway to another door that leads you back outside. There is a roaming guard in the quad

here as well, along with another security building. Stun the guard, then give his buddy inside the building a dose of the same. Switch to your data scrambler again and scramble the security cameras, then make your way out of the quad through the stone archway and into another area with a locked building in front of you. If you turn to your left, you will see a gated area that houses another security building. Bust the lock and head over toward the building, stunning the roaming patrol guard on the way. Once inside the building, stun the second guard and disable the security cameras in this area with your data scrambler. Head out of the gated area and over to the building with the locked door. Destroy the lock and sneak inside, then look for the room near the exit door on your right. Switch to your watch darts and take out both guards inside, then look for the safe in the corner. Use your safe cracker to open the safe, then take a picture of the first piece of evidence needed to accuse Davidov that lies inside. Take the door leading out of the building, sneak through another stone archway, then follow the path through the small forested area to reach a small unmanned building with a car sitting out front. As soon as you enter the building, Davidov will start to move to your location, so your time inside will be limited. Quickly switch to your phone tap and plant a tap on the second phone sitting on the desk in the corner to complete this objective.



Secret Agent

You guessed it! More guards, more phone taps and more evidence to photograph this time around. The objectives are still the same, but it gets a tad more difficult to sneak around due to the higher number of guards. Look for more guards wandering around...but especially watch for the guards roaming the forested area. There is one more phone tap to plant, which is the addition of the phone inside the room where you start off. Also, be aware that the location of the second phone has changed. If you walk out of the room that it was in previously, make a right and walk through the first door you reach. You will see the phone sitting on a table at the end of the hall. There is also one more piece of evidence that needs to be photographed. If you look closely at the tables in the security room near Davidov's car, you will see that there are now two pieces of evidence; one on each table.



OO Agent

Everything is the same as it was at the Secret Agent difficulty setting; however, you must now plant taps on four phones. The phones are located in the same four locations as they were in the previous two difficulty settings.

MISSION 7: Midnight Departure

Now that you have exposed Davidov as a traitor, it's up to you to stop him before he meets with Renard. It seems that Davidov has killed a Russian scientist, Dr. Mikhail Arkov, and is going to pose as him in order to get into the nuclear facility where Renard is currently hiding. You must eliminate Davidov and take his place before he boards the plane that will take him to meet with Renard.

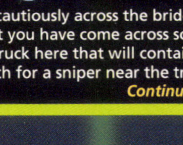
Agent

This level is extremely large compared to the previous levels; it may take you a while to become comfortable with all of the important locations in the level. Take your time to explore now, since you might have to run and hide from enemies in the latter difficulty stages.

• Objective A: Eliminate Davidov

Your main objectives are to make it to the aircraft control tower alive and make sure that Davidov doesn't make it to the plane alive. From the start, follow the beaten path; after it curves to the left, you will see two guards in the middle of the road. Cap them, pick up their AKs and continue to follow the path until you reach a swivel arm that is acting as a gate. Shoot the guard in front of the arm and sneak up until you can see the sandbagged area just to the right. Shoot the

guard here so that he can't sound the alarm, then turn your sights toward the mountain ridge to the left. If you use your night vision goggles, you will be able to see two snipers on the mountain ridge. Shoot them with your M95, then continue on down the path. When the path forks to the left, look for a couple of guards hanging out in the woodland area there. Shoot them, pick up their weapons and continue on the path until you see another small sandbagged area on the right. You should have picked up a Suisse SSR 4000 by now from a random terrorist, so crouch near the sandbags and look for the three guards on the bridge ahead of you. Take them out from a distance and walk cautiously across the bridge. Be aware that if you have alerted any of the guards that you have come across so far and if they have activated the alarm, you will see a truck here that will contain two more guards. Continue to follow the path and watch for a sniper near the tree



Continued



MISSION 7: Midnight Departure

line on the right side just past another sandbag bunker. When you reach this area, switch to your sniper rifle and take out the three guards that are standing by in the watchtowers. Next, look for two more guards near the control tower building across the runway in front of you. Aim carefully and you can hit them from the gate. Run over to the control tower next and sneak around the backside of the building to an area that has multiple glass windows. You will see three guards inside, as well as Davidov, who can be taken out with a single shot from your sniper rifle.

• Objective B: Pick Up Davidov's Phone

After taking care of Davidov, run around to the south side of the building where the entry is. Open the door, ignore the innocent civilian on your left, take out any remaining baddies and look for Davidov's phone near his fallen body.



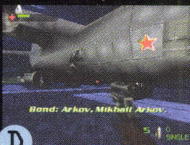
• Objective C: Get Controller to Land Plane

After you pick up Davidov's cell phone, head up the stairs to the top of the control tower, pausing only briefly in between flights of stairs to take out a camouflaged sniper at the top of the first staircase. When you reach the top of the tower look for the control tower operator. Approach him to get him to land the plane.



• Objective D: Board the Plane

After the plane has landed, approach the plane to contact Renard's men inside.



• Objective E: Avoid Innocent Casualties

Simple. Don't shoot the civilian at the bottom of the tower or the control tower operator to complete this objective.



Secret Agent

As usual, there are more random guards, terrorists, and snipers found throughout the level so exercise caution when running through the woods. You are also given two new objectives for this difficulty.

• Objective D: Find Dr. Arkov's ID Badge

Near the beginning of the stage you will come to a point where the beaten path forks to the left. Take that left and follow the path through the woods, killing the 4 roaming guards that inhabit this area, and look for another fork in the path that is identified by a sign that reads "River Road." Make a right at the sign and follow the path down to reach an old cabin. Look for a camouflaged guard outside of the cabin to the left, as well as another guard in the small forested area to the left of the cabin. Walk inside the cabin and pick up Dr. Arkov's ID Badge off of the table near the radio to complete this objective.



• Objective E: Find an Item to Bribe the Pilot

Once you get to the airfield hang a right and head toward the giant concrete enclosure near the large hangar. There are four guards in this area, and two more inside the hangar that will come out if shots are fired, so take them out silently with your sniper rifle. Look for a truck near the front right hand corner of the enclosure to find a gym bag, which can be used to bribe the pilot.



00 Agent

More guards, more camouflaged snipers, and more terrorists roam the entire level, making it even more difficult than the Secret Agent setting. Virtually nothing everything remains unchanged except the location of the gym bag, which now lies in the hangar next to the concrete enclosure where it was before. Shoot the gasoline drums inside to take out two of the three guards, then switch to your AK and pick off the last one before grabbing the bag and heading over to kill Davidov.



MISSION 8: Masquerade

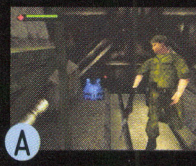
You find yourself in the Kazakhstan region at an old Russian nuclear testing facility which is in the process of being decommissioned. You have no idea what Davidov was planning to do here, but you do have a good hunch as to why Renard is here. Keep up the charade as Dr. Arkov, and see what you can find out about Renard's plan of revenge against MI-6. Be careful not to pull your weapon unless necessary, or you will be made and your disguise will fail.

Agent

Getting into the facility is the easy part, whereas escaping is a bit more difficult. Learn where the enemies are early on, especially in the tunnel on the way to meet Renard, as this will help in the latter difficulty settings.

• Objective A: Infiltrate Facility, Do Not Arouse Suspicion

This is the easy part. From where you begin, pull out your Arkov ID Badge and head over to the left to greet Col. Akakievich. Flash him your badge and he will tell you to meet with Dr. Christmas Jones. Look for her near the back right hand corner of the encampment. After you speak to her head over to the elevator that leads down underground. After Christmas stops talking and the elevator stops, head out of the elevator and down the hall. Look for a switch on the left that opens up the radiation doors and head through the door into the next room. Walk directly around the large concrete pillar in the center of this room and down the catwalk in front of you to grab some body armor, then head out and make a left into the next small hallway. Follow the hallway into a large room with another radiation door. Hit the switch to the right of the door and confront Renard to complete the objective.



• Objective B: Christmas Must Survive

Make sure Christmas doesn't take any bullets from you or any baddies before you make it out to complete this objective.

• Objective C: Avoid Innocent Casualties

To complete this objective, don't shoot any of Akakievich's men by accident.

• Objective D: Escape from Blast Pit

After your meeting with Renard, you will start off in the blast pit. Shoot the three men in blue suits above you near the edge of the pit then switch to your grappling hook and fire a cable at the ceiling. Climb the rope and head

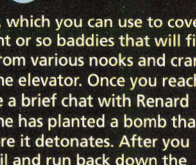
into the tunnel to complete this objective. After you have escaped from the pit, you aren't given any new objectives, however, you must make it out to complete the mission.



One you are outside of the pit, look for the only open hallway and begin to make your way down toward the service elevator at the end. There is a big cart on a track in the hallway, which you can use to cover yourself from the eight or so baddies that will filter into the hallway from various nooks and crannies on your way to the elevator. Once you reach the elevator, you have a brief chat with Renard only to discover that he has planted a bomb that only has seconds before it detonates. After you see the bomb, turn tail and run back down the hallway behind you and jump to grab onto this concrete girder, which will allow you to escape the enveloping blast behind you. Look for three more baddies as you re-enter the blast pit room, then follow the tunnels (stopping to pick off any random enemies of course) back to the elevator to complete the mission.



Surprisingly, this level hasn't changed much from the Agent difficulty setting. There are maybe two or three more guards than previously as well as the addition of another objective. You can say goodbye to the body armor though. You won't find it on this or the 00 Agent difficulty settings.



Secret Agent

Surprisingly, this level hasn't changed much from the Agent difficulty setting. There are maybe two or three more guards than previously as well as the addition of another objective. You can say goodbye to the body armor though. You won't find it on this or the 00 Agent difficulty settings.

• Objective D: Pick Up Locator Card

As you are on your way down the hallway to meet with Renard after you escape from the blast pit, you will notice that there are now a couple more guards who are hanging out in the access rooms adjacent to the hallway. Look for an enemy in the first access room that you come to on your right. Shoot him and pick up the card from his corpse.



00 Agent

Everything at this difficulty setting is the same as it was at the Secret Agent difficulty.

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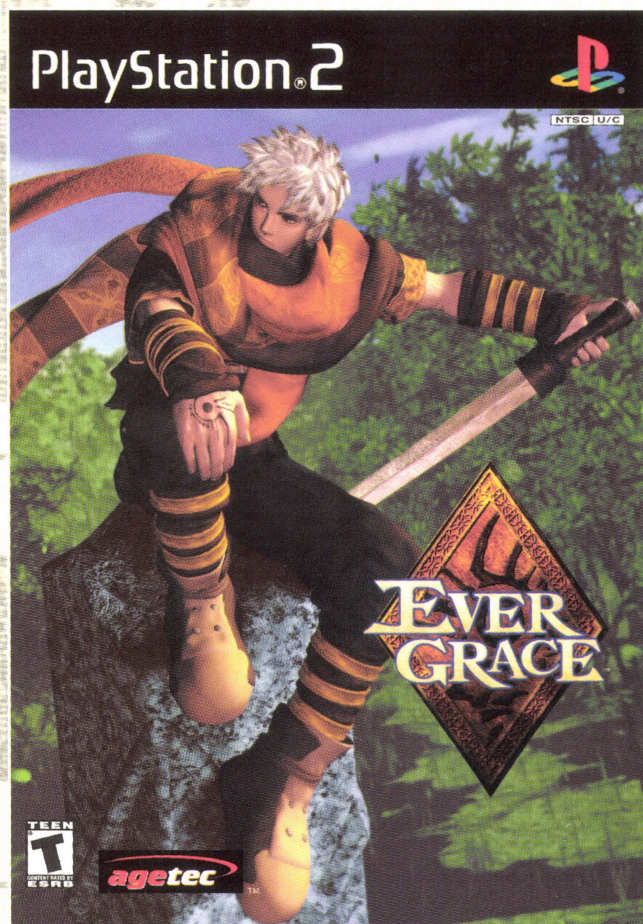
armor and weaponry. Two complete adventures await Darius and Sharline – heroes who must face an evil reborn.

Journey as either hero and discover unique



Face evil in its lair

characters and monsters for each adventurer. They will need to master the art of arming themselves with items of incredible might and untold magical abilities to thwart the powers of darkness.



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The World Is Not Enough



Agent

This level is actually quite long and you should learn the position of all the enemies throughout the stage; this will help you out later when trying to defeat the mission on the 00 Agent difficulty setting.

• Objective A: Locate Zukovsky

From the beginning of the level, follow the boardwalk straight ahead then up the ramp to the right and inside a warehouse. Follow the walkway around and shoot the lock on the door to make it inside Valentin's office.



• Objective B: Keep Christmas Jones Alive

This shouldn't even be an objective since she just hangs out in Valentin's office. Just don't shoot her.

• Objective C: Do Not Eliminate Your Allies

They may be hard to distinguish at first, but Valentin's bodyguards are on your side and will come in handy at some points. Make sure not to shoot any of them by mistake.



• Objective D: Keep Zukovsky Alive

This objective falls under the same circumstances as Objective B. Simply don't shoot him.

• Objective E: Retrieve Computer Files from Fishery Office

This is the main objective of this mission and it is the most difficult, since Valentin's computer lies near the end of the stage and you have to take out several baddies to make it there in one piece. Start by making your way down the ramp outside of the room you start in and grab the AK at the bottom of the ramp near the wall. Follow the path around the giant forklift and out onto the boardwalk. Run up behind the crates and duck here (see photo) to take cover from oncoming fire. One of Renard's goons will rush at you while you are taking cover. Take him out, then head up the ramp and kill another enemy before pulling the switch that will open the door leading inside the warehouse. Once inside the warehouse, peak around the corner to the right and cap the guard just in front of the elevator. Throw the elevator switch, then stand back and wait for two more baddies that ride the elevator down to the floor where you are. Pick up their weapons and take the elevator up to the top floor, then carefully sneak a peak around the right corner and put rounds in two more enemies at the end of the hall. Look for a door leading into another storage room to your right, and angle yourself so that you can kill the two guards inside. Follow the door that leads out and walk over to the loft near the conveyor belt. Sneak up to the loft and look below you—there will be another guard hiding in the crates to your right. Kill him, jump over the loft and down to the floor below, and throw the switch on the wall. Sneak around the boxes to your right and look for another baddie near the ramp that is holding a grenade launcher. Kill him, take his grenade launcher, then turn your sights to the right toward the end of the conveyor belt. Look for a lone guard near the exit. Kill him and head outside onto the boardwalk. Make your way down the ramp to the right and take your time to kill both near the covered building - this will buy you time throw the switch on the wall without taking too much damage. Make your way back out and take the left path this time. Watch for another guard near the stacked crates just before you reach a small catwalk that leads down to the pier. If you stand near the right hand side of the crates, you will be able to get a clean shot at the rocket launcher-toting guard at the end of the pier. Kill him before he can start shooting rockets your way, then head down the catwalk and grab the body armor near the boat. Walk back up the other



MISSION 9: City of Walkways I

You find out that Elektra has been lying to you, and that she has been working with Renard all along. She has persuaded M to come to her location in Turkey, where she had a trap waiting for her. Elektra killed all of M's bodyguards and took her hostage. You also find out that your old friend, Valentin Zukovsky, has been receiving large sums of money from Elektra in the form of casino debts, which leads you to believe that Valentin knows something. Confront him to see if he knows anything about M.

side of the pier and run down to the pier toward the opposite end. On the way you will see incoming bullets, which is the indication of another guard hiding behind the stacked crates. Get close enough so that your auto-aim locks and let him have hit. Run out from behind the stacked crates and hang a right to start making your way along the outside boardwalk. Take out the guard on the way, and continue going straight near the large building on your right. Make a left just past the ramp that leads up to the building and kill another rocket-toting guard near the end of the pier. Immediately turn around and kill yet another guard hiding on the left side of the ramp near some stacked crates, then head up the ramp and inside the building. Make your way around the bottom of the inside of the building first, taking care of two enemies near the ramp leading upstairs, then turn your sights to the catwalks above where you can find three more baddies waiting to turn you into fish food. Shoot them from the floor below then take the ramp upstairs. Follow the next ramp up to the third floor and look for three more baddies inside the room with the glass windows in front of you. Shoot them through the glass to get the jump on them then head inside the office to find Valentin's computer. Use your modem to download his files to complete the objective. Make a left outside of the office and take the ladder down to reach the boardwalk one last time. Follow the boardwalk around the building to the left, kill one final enemy, and head toward the warehouse to exit the stage.

Secret Agent

The level has just gotten more difficult. There are more enemies everywhere, with even up to five enemies in one room, which makes getting to the computer a bit harder. It's a good thing to start memorizing where the enemies are now since you take more damage so that you can kill them more quickly when you encounter them. The body armor has been moved—instead of it being on the boat dock, it's now underneath the ramp that leads down to the boat dock. Make sure you pick it up before continuing on, since there will be more enemies now with rocket launchers at the end of the boardwalk. There are no added objectives for this difficulty setting.

00 Agent

This comes down to good old-fashioned practice. The enemy placement here hasn't really changed from the previous difficulty setting, but due to the lack of auto-aim they are harder to dispose of. If you know the mission well enough on the Secret Agent setting, you shouldn't have too much of a problem remembering where enemies are now. The body armor has been removed from this difficulty setting, making it even harder to reach Valentin's computer. As with the Secret Agent setting, there aren't any added objectives for this difficulty setting.

MISSION 10: City of Walkways II

Elektra is intent on stopping Valentin from telling you anything, so she has sent a hit squad of terrorists out along with some nice buzzsaw-carrying helicopters to keep you from reaching him. Get to Valentin as quickly as possible to make sure he is safe from harm.

Agent

This level is basically a continuation of Mission 9, with the main objective being to reach Valentin and make sure he is safe before Elektra gets to him. This mission becomes quite difficult on the 00 Agent setting so make sure you have a good knowledge of where the enemies are located throughout the stage in order to minimize damage to yourself. Oh yeah, one more thing: There is sort of a "Boss" on this stage that must be defeated in order to reach the end where Valentin is...and it has more guns than you do.

• Objective B: Collect Equipment from Zukovsky's Car

From where you start, immediately turn around to your right and look for a stash of weapons and body armor to help you get started. Make your way outside onto the boardwalk and pull the switch that lowers the drawbridge in front of you. You will see a large blade-toting helicopter make its way toward you, and from here on out in certain areas you will see them in your path. Be sure not to get caught in the blades unless you want to start the mission over again. Once the bridge is lowered, head through the door into the large warehouse. Sneak around the right corner and put several rounds into the terrorist with the grenade launcher in the window upstairs. After Zukovsky's guards kill the other two baddies on the lower floor, pick up their ammo and head upstairs by way of the ramp in the back right hand corner of the room. When you reach the room above, turn your sights on the lone terrorist in the corner and collect the ammo crates near the large pallet opposite the window. Make your way down the next ramp and walk slowly toward the door. Just before you reach the door



on the bridge to the other side of the giant oil tanks and through the door into the second warehouse. Follow Zukovsky's men through the warehouse and kill the two guards near the door. Just before you hit the door make a left and look for two more guards; one outside a connex and one inside of the connex guarding crates of 7.62mm ammo. Kill them both then head out of the warehouse. Once outside head for the covered building and stop here (see photo). If you wander out into the open area, you will be turned into Swiss cheese by the level's "Boss", a giant gunship helicopter resembling Airwolf. Wait for half a minute and the helicopter will make a quick exit. Once the helicopter is gone, hang a right and go behind the covered building to grab some more body armor and a sticky grenade. Head back toward the area where the helicopter was and go right which will lead you to another set of large oil tanks. There are three catwalks here, and you will want to take the rightmost one to make it across the oil field. Just after you make it up the ramp, you will see yet another saw-carrying helicopter cut the catwalk in front of you. This will cause the oil barrels that were blocking the path to explode, thus freeing your way to the other side. About midway across the bridge you will see your weapon track onto a terrorist. Kill this terrorist quickly, for he has a rocket launcher that can do massive damage in just one shot. After killing the rocket-launching terrorist, make your way down the ramp and turn your sights to the left and strafe to the right, which will line you up with another terrorist just outside of the next warehouse. Pick up the ammo and head inside. Once inside, slowly make your way to the left, pausing just before you put yourself out into the open. Now strafe left quickly and fire at the oil barrels near the terrorist at the end of the hall. This will cause them to explode, and will lead a trail of fire to more barrels on the other side of the stacked crates. The secondary explosion will kill more baddies and the third will do nothing except cause damage to you so



MISSION 10: City of Walkways II

make sure you back up into the right corner after shooting the first barrel. Make your way into the second aisle, and angle yourself so that you can get a good shot at the door. There are two terrorists guarding the door, with a third terrorist backing them up from the far aisle. Kill them all, take their weapons, and head outside. This is where things get tricky. The gunship helicopter will start to chase you down from here on, so put on your running shoes. Run down the boardwalk, strafing left and right as to not get hit by any of the gunship's rockets and head up the ramp to the top floor. Immediately run down the ramp in the center to reach Zukovsky's car. Look for an AT 420 Sentinel and extra missiles in the trunk.

• Objective D: Destroy the Attack Helicopter

Before you take on the helicopter, make sure you take the time to shoot and destroy any stray oil barrels lying around near Zukovsky's car. This will save you from taking damage later on if the chopper fires a rocket into one and you take splash damage from being too close to it. Taking on a fully armored attack chopper can be no easy task, but luckily I have found a way to minimize the damage you will take and defeat the chopper rather easily. Simply walk to the end of the pier, turn around and look straight up. Since the chopper can't fire missiles straight down, you will only take a small amount of damage from the guns it carries. Equip your Sentinel and set it to the "auto" function, then wait for the chopper to hover right above you. When the chopper is right above you, fire all four missiles as fast as you can. Don't worry if you miss or run out, since there is an unlimited supply in the trunk of Zukovsky's car. If you start to take too many hits, grab the extra set of body armor on the boardwalk to beef up your defense. The chopper goes down after four missiles so if you get lucky you can defeat it within a matter of seconds.

• Objective A: Return to Zukovsky

After you defeat the chopper, the drawbridge you were standing near will automatically lower and allow you to cross to the other side. There are two terrorists on the other side of the bridge however, that have different plans in store for



you. Put some distance between yourself and the terrorists, equip your rocket launcher, and launch the rocket down toward the end of the boardwalk. There is a 90% chance that you will have killed both of them before they even know what hit them by doing this. Head up the ramp near the building to reach Zukovsky.



• Objective C: Do Not Eliminate Your Allies

As with previous levels, be sure not to fire when Zukovsky's bodyguards are in the way since they are there to help you.

Secret Agent

Similar to the last mission, more enemies have been added to make things a bit more difficult. All the weapons, body armor, and ammo haven't changed locations (minus the body armor near Zukovsky's car) in this difficulty setting, but be aware that Elektra's minions now may have different weapons (i.e. rocket launcher instead of AK, grenade launcher instead of 9mm, etc.) Also be aware that the helicopter at the end takes around eight missiles to destroy now as well.

00 Agent

As with the last mission, repetition here is a necessity. More enemies roam the stage yet the body armor, ammunition, and weapons haven't changed locations so be sure to pick them up. Defeating the chopper is the most difficult part of this mission, since you might lose most of your armor on the trek down the pier toward Zukovsky's car. They key here is to make your armor last as long as you can by minimizing damage. Without armor, you can sustain several hits from the chopper before you croak but also be aware that the chopper now takes around 12 missiles before being destroyed.

MISSION 11: Turncoat

This mission involves chasing down Zukovsky's bodyguard and driver, Bullion, who planted a bomb inside of Zukovsky's safe house, nearly killing you and Christmas. Track down Bullion while Zukovsky tries to contact his nephew Nikolai. Since he is supposed to be delivering smuggled goods to Elektra, Nikolai might help by providing the location where the exchange is supposed to take place.

Agent

Although this level isn't too difficult until you reach the 00 Agent difficulty setting, you may still have a bit of trouble at first since keeping up with Bullion is not an easy task. You will not only have to try to chase him down, but you will also have to stop and shoot baddies along the way as well as free some innocent hostages that have managed to get themselves caught in the melee. If you watch closely, there will be certain areas where you actually see Bullion running away from you. This is important since it lets you know if you are still on track as far as catching him. If you don't see him or linger too long in one area, you can expect to see an "Objective A Failed" message within a few seconds.

• Objective A: Pursue Bullion, Don't Let Him Get Away

Hunt down Zukovsky's turncoat bodyguard at all costs! From the beginning follow Bullion around the corner to the right and climb the ladder near the dumpster to reach a platform. Run to the end of the platform to pick up a P2K then turn directly around and head down the street behind you. When you reach the stone archway, hug the right wall and wait for a lone terrorist to come through. Shoot him, pick up his .44 and take cover behind the large blue truck. Peek out from behind the truck and shoot another baddie hiding behind the wall down at the end of the street. Continue down the street and watch for two more bad guys to jump you from the alleys down the street on your right. Keep following the street and stop when you get here (see photo). Take out the three enemies in this area and pick up the Deutsche SA90 from the enemy near the garbage dump. Continue to follow Bullion down the street and around the corner to the left. Kill two more baddies that jump you from the alcoves on your right, and a third from the doorway at the end of the street on your left. Pick up any stray ammo and take the door up the stairs to a large building. Pause just before you reach the doorway, switch to your SA90, and kill the two terrorists on the bottom floor. Turn your sights onto the baddie on the upper ledge to your right, then run into the room and hug the right wall. Look for some body armor in the last small room on your right. Grab it, switch back to your weapon of choice and take the next set of stairs up through the doorway on your left. Once on the upper level, kill the guard in front of you as you come out of the doorway and look for yet another doorway to your left with two flights of stairs leading to the rooftop. When you reach the top of the stairs, you will be greeted by another bad guy; this one carrying a shotgun. Kill him as you run up the stairs and make your way onto the rooftop. Once outside, kill another baddie that jumps you from the left side of the building, then make an immediate right followed by another right and look for the small break on the rooftop where you can jump to another building. Jump off the ledge to the next building, make your way through the laundry, and make a right at the end of the small building to sneak up on two more terrorists from behind. Head down the small ramp leading to another building and look for the large building on your left with glass windows. Shoot the two enemies hanging out near the building (one is on the inside), then jump onto the crates to your right. Run across the crates toward the loft in front of you and jump when you reach the end to safely land on the loft. Once inside the



building, open the door leading to the hallway, cap the terrorist behind the table, then take the next doorway on your right to another large room. As soon as you open the door put bullets into the bad guy on the other side, then look to your left for another terrorist hiding behind a table. Immediately turn your sights to the loft outside of the building on your right and kill the lone baddie outside, then kill one final terrorist hiding around the corner to the left. Run to the loft outside and make a left, then follow the path across the two wooden planks to another rooftop. Make an immediate right just past the planks, plug another enemy, then take the ladder leading up onto another building. Hang a left once you are on top of the building, and make your way across the wooden planks to the skylight in the far right hand corner. Kill any random terrorists on the way and jump down the skylight to reach the inside of this building. Follow the pathway through the building, pausing to kill the random enemies you encounter in the hallway, and down the stairs to a large room with a single door. Take the door through into the next room, kill the three enemies in this identical room and head for the door. Shoot two more enemies in this large open room then continue to follow the path through the door on your right. Make a left as you pass through the door and ignore the last two enemies in this final room. Look for the small archway on your left to confront Bullion and complete the objective.

• Objective B: Christmas Must Survive

Since Christmas isn't even on this level, you just need to make it to the end to accomplish this objective.

• Objective C: Avoid Innocent Casualties

By far the most annoying objective in this mission, you must not shoot any random civilians or allow them to come to harm from any bad guys.



Secret Agent

Mission 11 almost doubles in difficulty at this point due to the increased number of enemies as well as the larger number of random hostages now present. Since the terrorists have no problem with killing hostages, you must now react more quickly when hostages are present and free them as soon as possible. Also look for snipers along the rooftops at certain points—try to catch them early to retain as much life as possible. It's a good thing you still have some auto-aim and you are still able to snag the body armor. There is also an added objective in the Secret Agent difficulty setting.

• Objective B: Rescue the Hostages

This is the objective where you will have the most trouble. There are five hostages in all: two in the large room near the body armor, one in the hallway after you jump down through the skylight, one in the room after that at the bottom of the stairs and one final hostage in the room just before you exit.

00 Agent

If you didn't have a problem with the Secret Agent difficulty, you will definitely have a problem now. At the 00 Agent difficulty setting the mission has become increasingly difficult due to the added objective. There are tons of enemies in the mission now with as many as six or seven where there were only two previously, which makes it extremely difficult to keep up with Bullion. More often than not, you will fail the mission by failing objective A due to the increased amount of time it takes you to kill enemies. On top of that, there are now more hostages than ever, and the hostages now seem to die rather senseless acts of ignorance such as: running in front of a terrorist you are shooting at, running alongside you when terrorists are shooting at you, and even pushing you out of firing position when your sights are lined up with a baddie. Couple these

Continued



MISSION 12: Fallen Angel

You learn that it was Elektra all along who was responsible for killing her own father, and now she intends to steal a nuclear submarine with Renard's help. They plan to detonate the reactor inside of the nuclear vehicle, which will kill millions of innocent people. You also learn that M is being held in the tower on Elektra's property so its up to you to save her and find a way to stop Elektra from stealing the sub.

Agent

This level is actually a bit of relief, especially if you have just finished playing the previous level at 00 Agent difficulty. This mission is rather easy and the level is relatively small, with few surprises actually worth mentioning. The biggest problem is getting into the secured area, which requires a fingerprint scanner and someone's fingerprints with security clearance.

• Objective A: Open Security Door with Scanned Fingerprint from Bullion

Grab Zukovsky's weapon and head straight through the double doors into a large room with a balcony overlooking the floor. Take the next set of doors outside, turn to your right, and take care of one of Elektra's guards to pick up a Deutsche M45. Turn directly around and take the small path down the hill to your left. Follow the path into a room, then through the single door in front of you to another room with stairs leading down. Kill the three guards in this room, pick up their weapons, and cautiously peak around the corner to the right. Kill two more guards in the hallway before grabbing the body armor then head back into the previous room and take the stairs down below. Cap two more guards in this room and take the door leading outside to the pier. If you look down at the end of the pier you will see Bullion. Kill him along with the other two guards on the pier near the boat, and use your fingerprint scanner on him to get his fingerprints, then head back inside to where Zukovsky is. Follow the stone staircase up to your left from Zukovsky and pause when you reach the end of the hall. Shoot the guard behind the door just in front of you, then sneak out into the hallway and look to your left to see a security camera on the ceiling in the corner. Shoot the camera and immediately turn back toward the door in front of you. There are two guards inside that may have been alerted to your gunshots. If they haven't come out yet, bust through the door and take them out silently. Look for a case of 5.56mm ammo on the table near the far door. Grab the ammo and turn to your left to take out two more guards wandering the hallway. Head out of the door and creep around the corner to the left very slowly. On the ceiling you will see another motion-triggered camera. Shoot it then head over to the security door. Use your fingerprint scanner on the door to gain access to the inner part of Elektra's mansion and complete the objective.



A

• Objective B: Rescue M at All Costs

As soon as you enter the room just past the locked security door, take a second to pause behind the door and look for the two security cameras in the room. If they see you, two large bulletproof glass windows will enclose you in the small room and poisonous gas will start to leak in, slowly draining your health. Take the time to shoot the cameras before you go galloping through the room. If you do manage to get caught by the cameras, don't panic. Instead, switch to your grappling hook and look for a quick exit out of the room through the trap door above you. Make your way out of the room and follow the spiral staircase leading to the second floor. Sneak into the room at the top of the staircase, take out the two guards at the end of the hallway to your left and look for one final guard to jump you from the cellblock on your right. Pick up the guards' weapons and pause just before you enter the cellblock to take out yet another security camera in the top left hand corner of the room. Finally, make your way inside the cellblock and look for M in the last cell on your right. Shoot the lock to free her and complete the objective.



B

things with the fact that you are now taking approximately 30% more damage per shot and this becomes the most difficult level you have played thus far. The body armor is still in the same location and becomes a necessity for this difficulty setting. The only helpful strategy I can offer is this: practice, practice, and more practice! This level will become second nature after many attempts, so as with the previous few levels, repetition here is also a necessity.

• Objective B: Rescue the Hostages

This is the objective where you will have the most trouble. Although the hostages are located in the same spots as they were in the previous difficulty setting, a word of caution is needed here - the most difficult hostage to rescue is the one in the small hallway underneath the skylight. The key here is to save your ammunition from your MAR-4 or MAR-4 GL, bust in the room sideways, and strafe everyone as you cling to the left wall. If you are fast enough you will be able to take all six enemies out. This is the only way you will be able to save the hostage from getting killed, and since the hostage usually gets killed by the terrorist in the back right corner of the hallway, try to take him out first.

• Objective C: Stop Elektra from Warning Renard

Now is your chance to get revenge on Elektra's bodyguard, Gabor. As soon as Elektra takes M hostage once more and relieves you of your armament, you will have to duke it out with Gabor. You can either take the easy way out and shock him with the stunner in your wristwatch, then punch him while he is dazed, or you can choose to fight him like '30s-style boxing by putting up your dukes and throwing fisticuffs. Either way Gabor will go down without too much of a fight and you will be free to pursue Elektra. Pick up your weapon on the way out (Gabor has it) and take another spiral staircase up to the third floor. Kill the two guards at the top of the staircase, pick up their weapons, and make your way into the room where Elektra is holding M hostage. Put a few bullets into her face to silence her permanently and complete the objective.



C

• Objective D: Do Not Eliminate Your Allies

The only other ally you have in this mission is the gentleman near the beginning who informs you about the locked security door. Be sure not to shoot him by mistake.

Secret Agent

There are only two changes at this difficulty setting: You now have to locate the ID Scanner (its located on top of the 5.56mm ammo crate in the computer room near the beginning of the stage) and you will have to watch out for a few more guards roaming near the body armor. There are no new added objectives for this difficulty setting.



00 Agent

This is a piece of cake. Treat this difficulty setting as it were the Secret Agent setting and you will do fine. Other than the obvious lack of auto-aim and increased damage you take, there aren't any changes between 00 Agent and Secret Agent.

MISSION 13: A Sinking Feeling

With Elektra now out of the way, you can turn your full attention to Renard. He is still in possession of both the nuclear submarine and the warhead, so he is still capable of detonating the sub and killing millions of innocent people at any time. You must now find a way to disable the sub. Since Elektra is gone, Renard has nothing left to lose...so he may kill Christmas at any time if he suspects that you are onto him.

Agent

Getting onto the sub is the easy part, but there are many of Renard's men on the sub who need to be disposed of before you sabotage the vessel. Once aboard the sub, don't forget to use your x-ray glasses, as they will become an invaluable tool throughout the entire mission. The area outside of the submarine is composed of three small sections, with eight guards total that will try to stop you from boarding. Also be aware that any time you are spotted, whoever has seen you will make a run for the alarm system and you will have to begin over again.

• Objective A: Board Submarine

From the beginning, switch your P2K to the alternate silenced mode and switch on your x-ray glasses. Look for the roaming guard first, then take out the second guard with his back toward you near the alarm system. Watch for another roaming guard to approach from the right side of the pier and shoot him when he approaches. Grab the extra weapons (especially the Suisse SSR 400, which will make entry into the sub much easier) and head for the crates near the left edge of the wall. Switch to your sniper rifle and take out the two guards that are standing on the large walkway near the sub. Sneak over to the next small area and peek around the wooden crates to get a clean shot at the guard near the next alarm system. Take him out, switch back to your P2K and kill the other wandering guard in this small alcove. If you walk just to the right of the alarm



A

system and face forward, you will see one final guard standing by himself in the open. Kill him, pick up any stray ammunition and head for the ladder leading to the top of the sub. Climb the ladder to make it inside the sub and complete the objective.

• Objective C: Gain Access to the Control Room

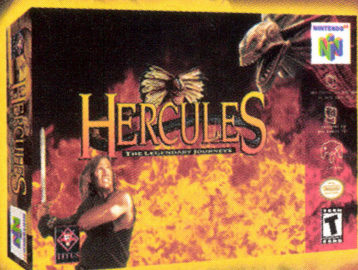
Although you will see Christmas being held hostage randomly in one of the rooms on the way, it is much easier to kill ALL of the guards on board the submarine and free her last. That way she won't get killed as you wander around the sub. Once inside, look down the long shaft below you and take out the guard at the bottom of the ladder with your sniper rifle. Slowly climb down the ladder and enter the bowels of the sub. The interior of the sub is relatively small, but it is easy to get lost and if any stray guards see you, they will sound the alarm, which will cause you to have to start the level over again. Hop off of the ladder and head through the door straight in front of you. Turn on your x-ray glasses and look through the door into the room on your left. Kill one of Renard's men inside—don't shoot the innocent sailors!—then turn directly behind you and head back into the previous room. If you look into the room



C

Continued

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to the left of the ladder, you will see another guard waiting for you. Kill this one as well, then use your watch laser to disable the alarm system outside of the door. Go through the door just in front of you and line your sights up on the alarm system down the hall to the right. Wait for a roaming guard to come by, cap him, then use your laser to disable this alarm system. If Christmas is located randomly in the room to the left of the alarm, leave her for now. If she isn't, take care of the guard inside this room as well then double back toward the opposite end of the hallway. Make a right at the end of the hall then make another right and pause near the door. Turn your x-ray glasses back on and wait until the roaming guard exits the room past the door to your right. Open the door before he gets close to you and shoot him in the back as he is walking away from you. Bust into the room to your right (where he came out of) and take out the lone guard inside this room, then turn your sights down the hallway to the right and wait for another roaming guard to pass by. Kill him, then switch to your MB PDW90 and slowly enter the room to your left across the hall. There are three of Renard's men in this room, along with a civilian, so be careful where you shoot. There is a small chance that two guards in the adjacent hallways will hear the gunfire and come to investigate. If they do, pump them full of lead before they get a chance to trip any alarms. Head through the door near the large map at the opposite end of the table and make a left, then head through another door into a short hallway. If you don your x-ray glasses, you will see three more guards in the room off to your right. This is the engine control room. Open the door and blast the guards inside to complete this objective.

• Objective B: Locate and Rescue Christmas Unharmed

From the control room, head back to where Christmas was randomly located and shoot the guard inside the room where she is to free her.

• Objective C: Escort Christmas to Mine Room at Once

Find your way back to the control room...but instead of taking the door on your right that leads inside to said room, head through two more doors in front of you to find your way

to the mine room. Look for a ladder leading down to a sub deck; this is where the mine room is located.

• Objective E: Destroy Steering Controls

From the mine room, head back into the control room and look for the adjacent room inside. Kill the final two guards inside this room to gain access to the steering controls. Shoot them a few times to blow them up and complete the objective.



• Objective D: Avoid Submarine Crew Casualties

Although they may get caught in the crossfire, try to avoid capping innocent sailors on board to complete this objective.

Secret Agent

With the exception of three or four more additional guards wandering randomly around the submarine, this difficulty setting is the same as the Agent setting. Be sure to pay more attention to your surroundings when on the sub and use your x-ray glasses to ensure that you aren't detected. There are no added objectives for this difficulty setting.

00 Agent

This difficulty setting is pretty much the same as the Secret Agent setting. If there are any more guards on the sub, there are only two more at best. Use the same techniques on this difficulty as you did on the previous setting to beat this mission without a hitch. As with the previous setting, there aren't any added objectives for this difficulty.

MISSION 14: Meltdown

The final showdown is here. You must stop Renard from placing a platinum rod into the core of the sub's reactor or else all will be lost. There are very few enemies on his stage, however, they aren't your major concern. Your major concern is finding oxygen in the small air bubbles that are trapped in the sub and drawing air from them before you drown. The sub has a few more rooms that you can now explore, but all in all the stage is dissimilar to the last one. Due to the fact that the interior of the sub is now completely submerged in water and you will be moving through the sub in all different directions, it is very easy to become disoriented and become trapped inside of the sub.

Agent

Knowing your way around the sub is a must at all three difficulty settings. If you are unfamiliar with the sub's layout, continue to play the mission until you are confident that you know where you are going. The hardest part is making it to Renard, while escaping is rather easy. If you follow the instructions below, you shouldn't have a problem locating the reactor room and Renard.

• Objective A: Enter the Reactor Chamber

Finding your way to the chamber may seem like finding a needle in a haystack at first, but simply follow these instructions to make it there: From the start, fall down the hole in front of you and swing to the back right corner of the room. Swim through the small opening and surface for air. Swim straight down through the hallway, through the opening of a door, and turn immediately to your left. Swim through another doorway and immediately swim down once you are past the doorway. This will bring you to an area that looks like this. If you look at the end of the hallway, there are two doors that you can swim through—the one in front of you which leads to the tunnel that you will need to take to continue, and the one on the right contains a large room where you can gather more oxygen. Gather some oxygen, swim down through the small room, and swim through the opening at the bottom of the floor (not the one you came in through but the opposite one). Once inside this next small hallway, make an immediate right then go down. Go through another opening and make a left when the hallway dead-ends to reach this point. Go down at the green light and look for this familiar area which contains the ladder that previously lead you out of the sub. Look for another opening on the floor to find a room with some oxygen. Grab some oxygen, head back down into the hallway, swim past the ladder through another doorway, and stop at the green light to find another sub room containing oxygen. Take another breath then swim through the doorway to reach another hallway. As soon as you swim through the doorway, immediately stop and look for an opening just below it. Swim through the doorway, hang a right, swim to the end of the hallway, and swim up. When you pass through the second doorway of this tunnel, hang a left and swim into the next small room in front of you. Once inside this room, stop and look up to see an air pocket at the end of the long tunnel in front of you. Pull out your pistol (or PDW if you picked one up in the sub) and swim as fast as you can to reach the room above. Once you surface, you will have to deal with a trapped guard in the back corner of the room. Shoot him quickly before he gets any rounds off, then turn around behind you and make your way to the opposite end of the room to pick up some body armor. After you pick up the body armor, you will see another one of Renard's lackeys dropping in from the room above you. Shoot him then position yourself near the body armor and look up to find another hallway that contains a place your grappling hook can attach to. Switch to your grappling hook and shoot a wire at the ceiling above you, then carefully climb up to the room above you. Pause when you are about this high on the wire and look for a guard in the corner of the room. Since he can't see you, shoot him while positioned on your wire then climb up into the room. Look for the open door hanging down from the ceiling and walk underneath it. Switch to your grappling hook once again and look up into the reactor room. Fire a line into the ceiling and climb up into the room to complete the objective.

• Objective D: Stop the Meltdown

Once inside the room, look for a switch on the wall near the reactor core. Press the

switch to stop the meltdown.

• Objective B: Eliminate Renard

After pressing the switch, the platinum rod that Renard was inserting into the core will suddenly shoot out and impale him, thus eliminating Renard and completing the objective.

• Objective E: Escape the Flooding Sub

After you kill Renard, immediately turn around and face the ledge opposite of where Renard was standing. A guard will now be on the ledge, with another one to follow from the ceiling above. Kill both guards then make your way over to the ledge where the guards were standing. If you look straight up from the ledge, you will see another place in the ceiling that you can grapple onto. Shoot a hook into the ceiling and slowly climb up into the room above. Once again pause just as you enter the room above and look for a guard in the back corner of the hallway. Take him out from your grappling wire then climb into the room. Avoid the steam shooting out of the pipes and make your way over to the end of the hallway. Stand near the body of the fallen guard and look toward the ceiling once again. Within a few seconds, a second guard will repel into the room from the ceiling above. Shoot him on his way down then switch to your grappling hook again and fire a hook into the ceiling above you. Walk halfway down the tunnel in this next room and look for another open doorway in the ceiling. Shoot a final grappling hook and climb up into the next room to escape the sub, complete the objective, and finish the game. Now sit back, relax, and watch the credits roll by as James once again saves the day and gets the girl.

• Objective C: Protect Christmas

As long as you make it out, Christmas will survive.

Secret Agent

Surprisingly enough, this difficulty setting is almost the same as the Agent setting. There aren't any added objectives or enemies, and everything is located in the same spot as it was previously. The only major change is the time it takes for you to use up oxygen. It took approximately 45 seconds for you to run out of air in the Agent setting and now it takes about half that, or 22 seconds. This means that you must hit every air pocket on the way to the reactor in order to conserve as much energy as possible.

00 Agent

Treat this difficulty as if it were Secret Agent and you will be fine. Other than the normal "take more damage, no auto-aim" garbage, this difficulty setting is exactly the same.

Secrets?

Since this game is mainly geared toward multiplayer, beating the game at different difficulty settings will reward you with certain options not previously available in multiplayer mode:

- Beat the game at the Agent difficulty to unlock "Contemporary Skins" for the main characters, as well as a few familiar faces.
- Beat the game at the Secret Agent difficulty to unlock "Classic Skins" from old Bond movies (Jaws, Oddjob, etc.).
- Beat the game at the 00 Agent difficulty to unlock a new "Golden Gun" scenario in the multiplayer mode; collect the three pieces of the Golden Gun and kill your buddies in one shot!



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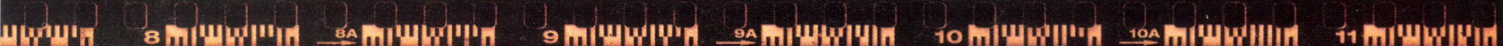
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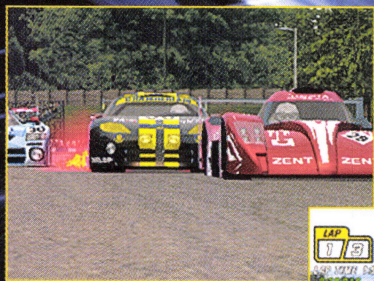
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This title is not yet approved by Sony Computer Entertainment America.





5:44PM - NEW REAR WING
20th POSITION.
8:57 pm - GEAR BOX PROBLEM.
DROP TO 22nd POSITION.

11:40 pm - WHEELS CHANGED.
17th POSITION.

2:18 am - SPUN INTO
GUARD RAIL.
15th POSITION.

4:00 am - TWELVE HOURS DOWN
AND TWELVE TO GO.
200 MILES PER HOUR
ZERO MARGIN FOR ERROR.

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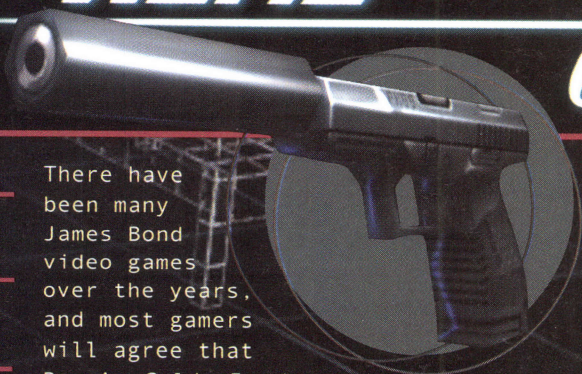


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The World Is Not Enough 007

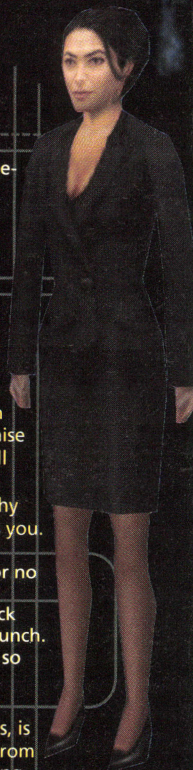
by Pat Reynolds



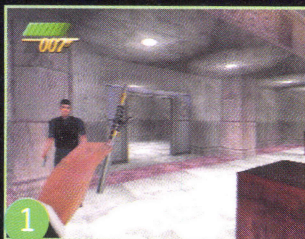
There have been many James Bond video games over the years, and most gamers will agree that Rare's *GoldenEye* has been the best of the lot. Black Ops and Electronic Arts are relying on that fact to get PlayStation owners to try the latest Bond game, *The World Is Not Enough* (TWINE), based on the latest of the popular secret agent's movies. Most of the game consists of straightforward first-person shooting action, but Black Ops borrowed a page from Dreamworks' *Medal of Honor* and threw in some stealth-based missions as well. There's even a casino level in which you'll be able to play some high-stakes Blackjack, a staple in the Bond movies. This guide will get you past the rough spots in all of the missions and offer some helpful pointers for gameplay.

Gameplay Tips

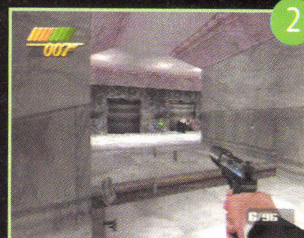
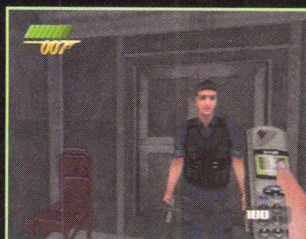
- Use the inventory screen to change to a specific weapon during a heated battle. Using the weapon cycle buttons will take longer, since you must cycle through *all* of your items, some of which are useless in a fight.
- In the missions where you aren't allowed to kill any enemies, rely on your stunner. The most difficult of these levels is the fairly long Mission 5. If the guards sound the alarm, you'll fail the mission. However, the game usually gives you plenty of time to run up to a guard and stun him before he can raise the alarm...and when he comes around, he'll have no recollection of the event. In other words, you really don't have to play it stealthy in these missions, just zap anyone who spots you.
- Some missions start you with just a pistol or no weapons at all. The best way to get a better weapon is to sneak up on a bad guy and clock him from behind with the old James Bond punch. This will knock his weapon out of his hands, so you can grab it and use it against him.
- The sniper rifle, while cool in most shooters, is worthless here. None of Bond's guns suffer from any loss of accuracy at longer ranges, so taking terrorists off of high rooftops and distant balconies is actually easier to accomplish by manually aiming and shooting with whatever weapon you're using rather than by switching to the rifle, zooming in and then aiming and shooting.



Mission 1 — Courier



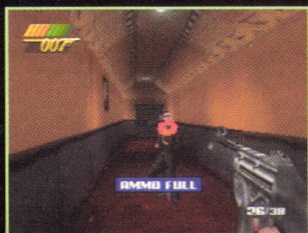
The lobby receptionist doesn't make you feel welcome, but you have other methods of getting upstairs to see Lachaise. Luckily, the lobby security guard doesn't think that walking through the metal detector while holding a humming mechanical pen in front of you is suspicious. Use the stun gun to drop the guard at the elevator and grab his gun. Turn off the alarm using the panel on the wall to the left of the elevator, then take out the single guard who comes to investigate before heading up to the next floor.



2 There are three guards near the elevator. Let them round the corner and come to you before engaging in gunfire, as there are civilians nearby that are easy to accidentally kill in the shootout.

During the next section you'll have to contend with security cameras which you can either avoid (by ducking into the niches along the hallway walls) or simply destroy using aimed shots while they're looking in the other direction.





The penthouse level is patrolled by Lachaise's private guard. Be sure to get a Koffler KSS rifle from one of them; it's the best weapon in the level. In the small room with the certificate on the wall, examine the certificate and another wall in the room slides back to reveal a security station!



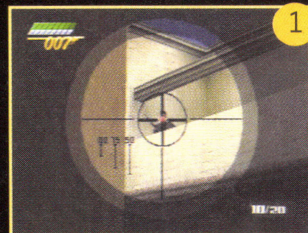
Snipe the solitary guard in the security station from the doorway. Use the fingerprint scanner on the thermos left sitting out. Return to the main hall and make your way to the set of heavy-looking metal doors. Use the scanner to defeat the fingerprint-activated lock and you'll find Lachaise inside.



Unfortunately, Lachaise is...too stuck up to answer any of your questions. Grab the briefcase from the desk and use it to break the small window to your left, exiting the room before the guards break down the door.

Mission 2 — King's Ransom

The hardest part about this otherwise easy level is the fact that if you don't hurry through it, the target will escape and you'll automatically fail. Don't waste too much time sniping at enemies or playing cat-and-mouse with them. This level calls for out-and-out machismo — run through it with guns blazing!



At the start of the level you'll find an armored vest, a shotgun and a sniper rifle. While the rifle is excellent for taking out the enemy snipers scattered throughout the level, you'll save time by simply running past them. Switch to the Ingalls Type 20 submachine gun as soon as you grab one from a fallen enemy. This gun will be your best friend for the entire stage; just don't waste ammo.



There are several armor items on this level, which makes the run-and-gun approach even easier. If you're taking a lot of damage, go out of the way to grab one.



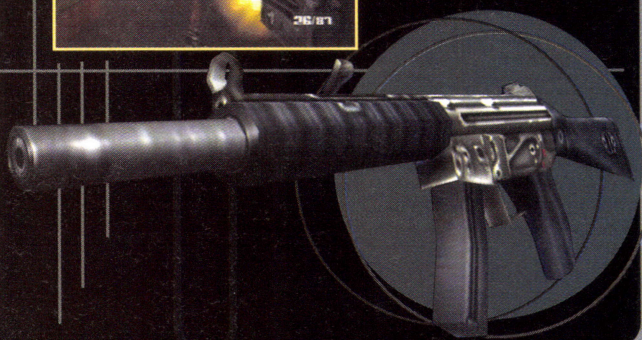
Here's an area where that sniper rifle will come in handy—immediately take out the bad guy on the balcony. He throws grenades and can put an end to your mission quickly. After he's been dealt with, you can destroy one of the barrels that block your way and proceed.



The restaurant can be tricky—the civilians look similar to the bad guys in this area, so make sure that anyone you shoot at is holding a gun. As always, killing an innocent ends the game.



When you reach the ramp, Bond will automatically switch to the grappling hook watch. Use the manual aim button to direct your shot at the red square on the underside of the balloon's basket. A clean hit ends the level.





Mission 3 — Cold Reception



1

This short level is made difficult because Bond has skis on his feet which hamper movement. Because of this, the parahawks are hard to hit. You'll have to deal with several of them before the mission is over.



2

Use the sniper rifle to pick off the stationary enemies, then follow the ski trails until you reach the large open area where Elektra is waiting. She'll run and cower while you finish off the remaining enemies, who come at you from all sides. After the parahawks are defeated, the level ends automatically. Here's a useful tip: When you see Elektra standing at the opening of the clearing, stop. Get out the sniper rifle you picked up at the start of the level and take out the two enemies patrolling the pipeline from a safe distance. A couple more bad guys will run over near Elektra to see what the commotion is; you can take them out easily before the real final battle begins. Also, make sure you don't accidentally kill Elektra during this scene. If you've seen the movie, you know it'd make Bond's life a whole lot easier, but here it'll just end your game.

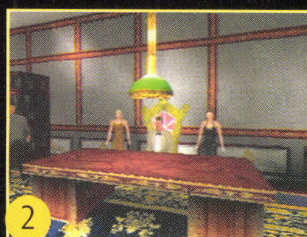


Mission 4 — Russian Roulette



1

Talking to the blonde at the bar makes her boyfriend—the guard at Zukovsky's door to the right—jealous. When he moves away, slip past him and use your credit card lockpick to gain entrance to Zukovsky's inner sanctum.



2

Zukovsky won't give you the information that you need unless you win \$100,000 in his casino. Time to play some cards.



3

You can play Blackjack in the room opposite the bar, but the really big money can be had in the high stakes room, accessed through the guarded door to the left of the bar. Show the guard your voucher to enter. Set your bet in the \$2,000 to \$5,000 range until you have about \$50,000 built up, then raise it to \$10,000-\$20,000 per hand. Stand on 18 or higher and even with losing a few rounds you'll have the \$100,000 in short order. Head back to Zukovsky and the mission will automatically end.

Mission 5 — Night Watch



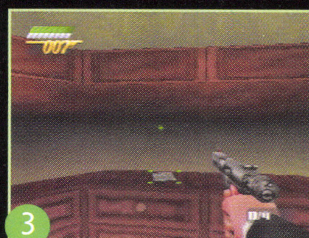
1

Before leaving the bedroom, enter the adjoining study to bug the first phone. On the first floor, you'll be able to take out the two guards with your cell phone stunner, quickly place a bug in the phone and photograph the computer screen. Both objects are in the rooms watched by the stationary guard.



2

Downstairs from the main floor you'll find this room with three doors. All are locked, but all can be easily defeated with your lockpick. The door on the right leads to a broom closet with some tranquilizer darts and a heavy armor vest. The door opposite the stairs leads to a billiards room, with one guard and a phone to bug. The left door takes you behind a counter in the next room, facing a large video screen. Immediately turn to the right and shoot the guard with a trunk dart before he sets off the alarm. There are some more darts near the alarm to your right. Take a picture of the screen and exit back to the main room. Now return to the area with the computer and take the elevator to the next floor.



3

Turn right just off the elevator and pick the lock on the door at the end of the hall. Photograph the paper inside the closet and head down the hall to the kitchen. Bug the phone. With all objectives complete, you'll receive a message telling you to intercept Davidov downstairs. You'll find him in the large room at the base of the stairs. Confront him and he'll run! Bond takes out his silenced pistol and the real fun starts...



ceive a message telling you to intercept Davidov downstairs. You'll find him in the large room at the base of the stairs. Confront him and he'll run! Bond takes out his silenced pistol and the real fun starts...

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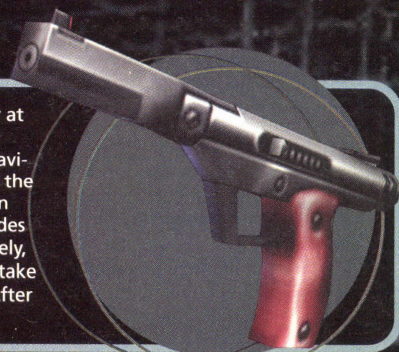
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4

Make your way back to the elevator. Next, unlock the door at the base of the small flight of stairs on the next floor. This leads to the garage where you'll have a showdown with Davidov and a seemingly endless cadre of henchmen. Switch to the submachine gun and mow them all down. Davidov takes an unusually high amount of punishment; he also runs and hides like a baby while his guards do most of the work. Fortunately, the guards will keep you supplied with ammo...and if you take too much damage, there's an armored vest in the corner. After Davidov falls, pick up his I.D. card to end the mission.



Mission 6 — Masquerade



1

Go straight from the start and show your I.D. card to the first guard you see; he'll let you into a small lab, where you'll find a security keycard.



2

Next, head back up the ramp toward the start point and take the side tunnel to the left. Duck into the small room on the right to find armor, a submachine gun and ammunition.

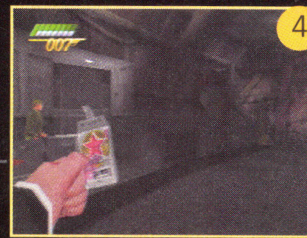


3

Shut off the lights at this panel and wait for the guards to come and check it out. Slip past them, using your night vision glasses on the way. At the end of the corridor, use the security keycard on the terminal to unlock the door around the corner to the right. Hurry through before the guards spot you trespassing. Note: Even though you don't need to use the night vision glasses to see after the lights go out, the guards will spot you if you try to slip past them without wearing the glasses! So, aside from the night vision, they also appear to have the effect of turning Bond invisible in this particular hallway. Weird!

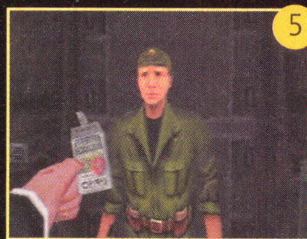


This is another "sneaky" level, at least for the first half of the mission. You'll need to get past several guards by using I.D. cards. Also: Do not, under any circumstances, pull out a gun until the second half of the mission (after you talk to Dr. Jones). If any soldier sees you with a gun, he'll open fire—and there's nothing you can do but take it and ask for more, since killing a soldier ends the mission in failure. In fact, don't even use the auto-item switch button. Go to the inventory screen and choose your items from there; this way you'll avoid accidentally switching to a firearm and making the guards unhappy with you.



4

Use your I.D. badge to gain access to this guarded room and get the radiation badge.



5

In the mine area, you'll find another guarded doorway at the end of the tunnel. Use the radiation badge on the guard here to get through to the next area. Inside, use the terminal on the wall to unlock the door way back at the beginning of the area (near the two soldiers who are standing around talking).



6

You'll be attacked by Renard's men after Dr. Jones tells you where the warhead is going. You must protect Dr. Jones at all costs during this section of the mission—a few good shots will kill her, and Renard's men target her aggressively.



7

When you hear Dr. Jones say "I've got it," head for the large blast doors (make sure there are no terrorists left in the room with Dr. Jones). You'll need to make your way through a few chambers as the blast doors open ahead and close behind you. Do not let the doors ahead of you shut again or you'll fail the mission. When you reach Renard, he'll escape and the door behind you will open. You'll switch automatically to the grappling watch. You must quickly aim at the red square on the chain and swing to it. This ends the mission.

Mission 7 — Flashpoint

This mission contains all three of the trickier elements you've seen in the game so far—hostage protection, V.I.P. protection and a countdown! Luckily, the mission is short...but action-packed.



1

The first half of this mission involves shutting down the pipeline and rescuing all of the hostages. Both of these objectives are within the areas labeled "Channels 1, 2 and 3." They are all interconnected from the main area where you

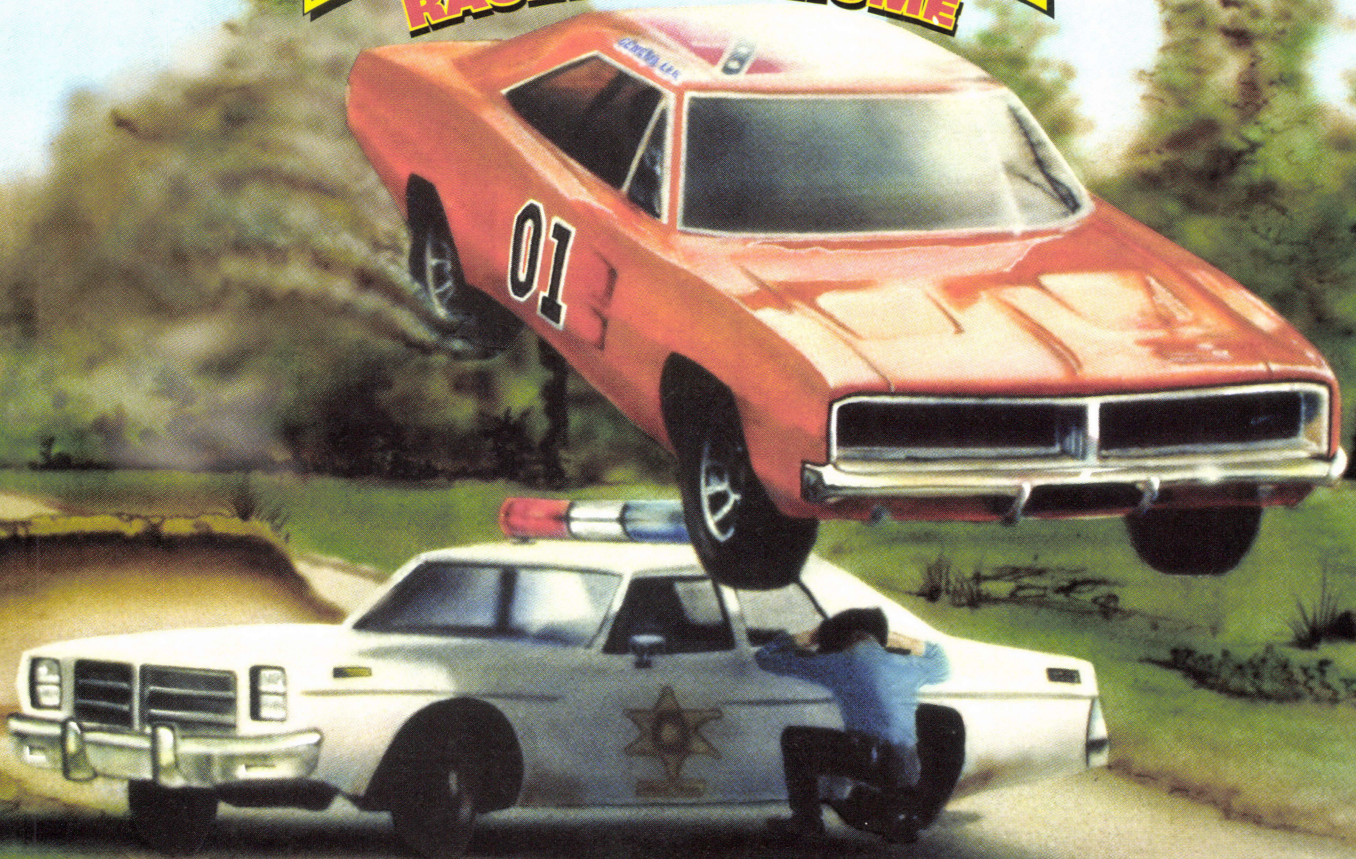
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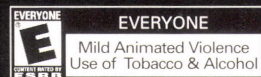


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started; you can do them in any order. Take out all of the terrorists in each room, then flip the lever. When all three areas are cleared, you'll get the message that the pipeline is drained and all hostages are rescued. Return to the main area (Control C).



There are now terrorists in the central area; your goal is to head through the door marked "Pipeline A." Inside the pipeline you'll have to fight your way through the waves of terrorists. Luckily, there's an armored vest near the beginning, which helps get you through the linear pipeline.

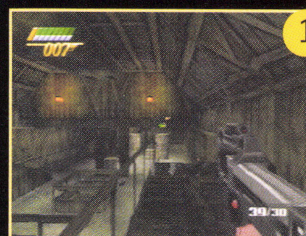


When you reach the room with Dr. Jones, get ready for a shootout. This one is tough because after the initial ground level enemies are dispatched, the rest of your targets appear on the balcony around the room, so you'll have to use manual aiming to nail them. Ration the armored vests scattered around the

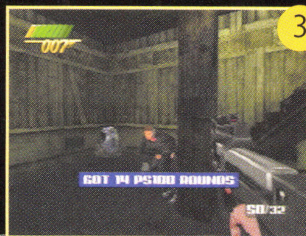
area. Get them quickly—if they kill Dr. Jones, it's game over, man. When you see the message indicating that Dr. Jones is finished working, move to the shuttle in the middle of the room and hit the action button to end the mission.

Mission 8 — City of Walkways

This is another fairly linear action-oriented level, with a couple of crucial side trips for key items.



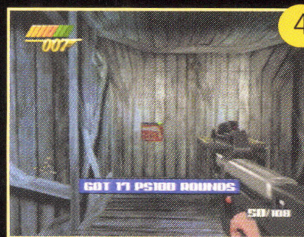
Start by relieving a terrorist of his PS100 sub-machine gun, which you'll use to fight the swarms of bad guys throughout the level. Head to the lower level and then up the stairs at the far side, out onto the first of many walkways.



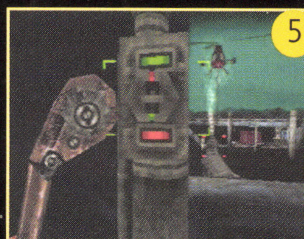
Inside the next building you'll be back to fighting off terrorists. There's another armored vest inside the barrel at the base of the stairs. Head upstairs and into the small office there to retrieve the wrench, a critical item for later in the mission. Now return back downstairs and exit through the side door.



Follow the walkway to your car, using your initial stock of three rockets to take out the first chopper on the way. Continue to fight off the subsequent helicopters, reloading as necessary from the stash in the trunk of the car. Be sure to destroy the barrel to the left of the car and grab the armor. When you've destroyed a few choppers, you'll get the message to continue across the pipeline. Backtrack from the car just a few feet and you'll see a sign indicating the stairs to the pipeline on the right. Follow the pipe to the next building.



Out on the walkways again, head down the first set of stairs and into the small building to find the flare gun on the wall. Take it and return back to the high walkway. Follow it to the building at the very end.



Inside the shack, use the wrench on the pipe along the wall to release the gas from the pipeline outside. The final helicopter will hover conveniently over the gas stream, giving you plenty of time to target the origin of the gas with the flare gun and destroy the chopper, ending the mission.

Mission 9 — Turncoat

The beginning areas of this short mission have lots of innocent bystanders that you must not harm. Be careful not to let them get between you and a terrorist, as enemy fire can kill them and end the mission for you as well.



Use manual aim and your pistol to take the snipers off of the roof. The sniper rifle takes too long to equip and aim, and Bullion is getting away! Follow the streets until they dead-end; you'll find an armored vest. Then backtrack to the door on the right and head into the subway system.



Enter the subway and make your way through the cars to the front. This is the trickiest area of the entire level; there are civilians in most of the cars and it's easy to accidentally hit them. Make sure your aiming reticule is red and locked onto a terrorist before shooting, and fire in single-shot bursts.

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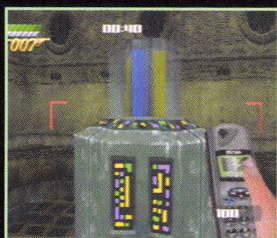


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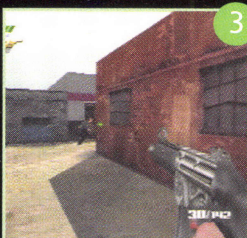
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Use a satchel charge to reveal the core and zap the thing with your stun gun to defuse it. Return to the subway platform, head up the escalator and go through the door. Chase Bullion around the corner and the mission will end.



3 When you exit the subway, you'll see a steel door opposite your position. Use the explosive pen to destroy it, then follow the corridors until you reach the bomb.



2 Enter the main tower through the door at the far end of the corridors. There are three levels to the tower, but right now you only have access to the first floor. Head up the stairs and through the door. You'll see two doors in the hall with card scanners next to them—you can't access those yet. Enter the room on the right and shoot it out with Bullion. Keep pounding him until he falls and you'll get his key.



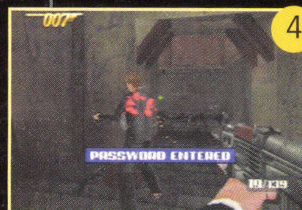
3 Use the key to unlock the door on the second floor of the tower. Search the area to find some ammo and take the stairs leading down. M's cell is at the bottom, but you can't open it yet. M gives you her card key. Now return to the first floor and use the key to unlock the two doors. You'll find a pen explosive in M's purse in the first room and a submachine gun with ammo in the second.

Mission 10 — Fallen Angel



There are two parallel hallways outside of the starting room. There are three cells off of each hallway, with a few guards

patrolling the general area. Your weapons and equipment are in the far cell in the right hallway. The first cell in the left hall contains armor. You can easily run to either of these rooms at the start without being spotted. I'd recommend going for the armor first, then getting your gear. Alternatively, you can take the Steven Seal approach: Rush a guard, sucker punch him, get his gun and then Rambo your way to your stash. It's up to you.



4 Return to M's cell on the second floor and blast open the door using the explosive. M will move to the console and attempt to unlock the third floor door. Some guards will come running down the stairs and make a beeline for M in an attempt to end your mission by taking her out. Plant yourself in the doorway and mow them down before they can get a shot off.



When M unlocks the door, return to the staircase and head up to the final floor. Inside, you'll face the pipe bomb-throwing boss Gabor. Shoot him with single-round bursts to stagger him and keep him from firing on you. He'll switch weapons to his pipe bombs and throw one at you. Pick up the bomb and return it to sender while using your submachine gun to fend off the small army of thugs who run to the fight. Gabor will fall after a few direct bomb hits.

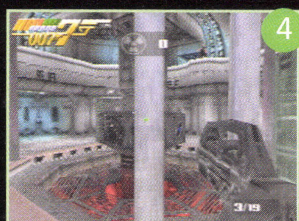
Mission 11 — Meltdown



1 At the start of the level you're in a corridor which leads to two doors at opposite ends. One is locked, so you only have one path to follow. Head through a control room and search the cabins along the hallway. You'll find some armor and get ambushed by terrorists. Be sure to take the control room key from the stand in the room with the terrorist. Head back to the locked door and open it with the key. Follow the room through the next door and head down the hatch in the floor.



2 In the room at the bottom of the hatch, press the button on the wall, then destroy the vent shaft cover and crawl through it to get by the jammed door.



4 You'll enter the main reactor of the submarine after the run through the radioactive chamber. All you need to do to beat Renard and finish the game is destroy



3 Follow the corridors, activating your radiation detector along the way. When you enter the radiated room, you must move quickly through it before the radiation meter fills up to 100. If this happens, you'll die. It's actually easier to pop into the room and take out some terrorists, then retreat to safety. Repeat this until all of the terrorists are dead, then run through the room. The barrels here can't be destroyed, so you have to follow the

maze-like pattern to get through. Hint: Turn right, go to the wall, then follow the path through the room to the far wall and through the door to safety.

the blue sections of the central core. Terrorists will appear around the balcony above you, so take the time to manually aim and nail them, then concentrate on the computer. True to the movie, the final "showdown" with Renard is incredibly anti-climatic. There's still a couple of things left

to do, though. After the computer is destroyed, enter the chamber where Renard is and grab the cell key from his body. Return through the radioactive area and use the key to unlock Dr. Jones' cell, then make your way back out of the submarine to finish the game.



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

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In *The Legend of Zelda: Majora's Mask*, Nintendo carries on the Hyrulian tradition of thrusting a green-clad, time-traveling, ocarina-wielding hero deep into the midst of a world in chaos and charging him with its salvation. Link's new world-in-distress is a twisted, decidedly creepy parallel universe he accidentally tumbles into (à la *Alice in Wonderland*) while chasing the Skull Kid who stole his horse and ocarina. This time Link's really in the pressure cooker—in three days a grimacing, red-eyed moon is going to destroy the world and his base of operations begins inside Clock Town at ground zero. However, like in any good *Zelda* game, there are tons of secrets and hidden items, from masks (natch) to heart pieces. Check out the following charts to ease Link's (and your) pain.

Songs

1. Song of Time: In the beginning of the game, as Deku Link, find the stray fairy in Clock Town (it's in East Clock Town at night and in the Laundry Pool of West Clock Town during the day) and take it to the Fairy's Fountain in North Clock Town to get a magic meter. Shoot the balloon with a bubble to get Jim to talk to you. Play hide-and-seek with him and his friends to get the password (34251) to enter the secret passage to the observatory. Look inside the telescope in the observatory and zoom in on the Skull Kid slapping his butt at you on the roof of the clock tower. The moon will shed a tear. Go outside and pick up the Moon's Tear, then go to the Deku Trader in South Clock Town and give it to him. Use the Deku flower to launch up to the entrance. At 12:00 AM on the third night, wait in front of the clock tower entrance until the stairwell opens. Shoot the Skull Kid with a bubble to make him drop your ocarina. Zelda makes a cameo and reminds you of the Song of Time. Use the song to save and return to the beginning of the first day. Whenever you go back in time, you lose all your rupees and other non-essentials, but you keep all the key items you picked up, like masks and weapons.

2. Song of Double Time: Play the Song of Time, but press each note twice, and you can choose to advance time to the next morning or night.

3. Inverted Song of Time: Play the Song of Time backwards and you can manipulate the flow of time. Normally, one hour of game time equals one minute of real time; when slowed down it's about one-third of that speed.

4. Scarecrow's Song: Speak to the scarecrow inside the trading post in West Clock Town or in the passage to the observatory. Take out your ocarina and play him a song you make up. If he likes it, it will become the Scarecrow's Song. Remember it, and play it whenever you want the scarecrow to appear.

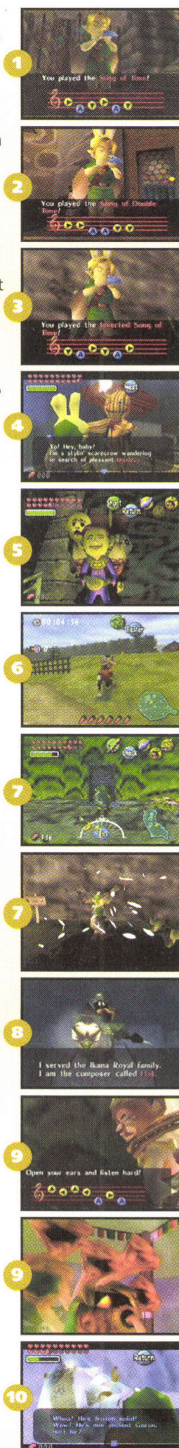
5. Song of Healing: After you first get back your ocarina, speak to the mask salesman underneath the clock tower and he'll transform you back to regular Link. You'll get the Deku Mask and learn the Song of Healing.

6. Epona's Song: Speak to Romani inside Romani Ranch and play the balloon shooting game. She'll teach you Epona's Song. Play the song anywhere outside of Clock Town and Epona will run up to you. The road to the ranch is clear on the third day, or you can use a powder keg to blow up the big rock on the first two days.

7. Song of Soaring: In the Deku shortcut to Woodfall, check the plaque to learn the Song of Soaring. It lets you warp to any owl statues that you've hit with your sword.

8. Song of Storms: First you'll need the Captain's Hat. Speak to the Stalchids in Ikana Graveyard on the first night and make them open the grave-stone. Defeat the Iron Knuckle and read the song on Flat's tomb.

9. Sonata of Awakening: Get inside the cage of the tied-up monkey inside the Deku Palace and speak to him as regular Link. Slash at his ropes (a futile gesture), then transform into Deku Link and whip out your deku pipes to learn the song.



by Charlotte Chen

10. Goron Lullaby: Speak to all the Gorons in Goron Village, then check the snowballs around the rope bridges for a large snowball that Tat! flies over to. Defrost the frozen old Goron inside using the hot water from beneath Darmani's grave; he'll teach you the beginning of the song. Go to the crying Goron baby inside the Goron Shrine and play him the beginning as Goron Link and he'll finish the song for you.

11. New Wave Bossa Nova: After getting all the Zora eggs back from the sea snakes in Pinnacle Rock and the Pirate's Fortress, drop them into the aquarium at the Great Bay Coast laboratory. Play the guitar as Zora Link to learn the song.

12. Elegy of Emptiness: When you defeat the king in Ikana Castle, he'll teach you the song. Use it to create statues of yourself to help press switches. You can only make one type of image at a time, so change into a Goron or Zora when you want more than one statue.

13. Oath to Order: The first time you defeat Odolwa in the Woodfall Temple, he'll teach you the song. Play it for the Skull kid in the clock tower at midnight on the third night to go to the moon.



Masks

Although the three major masks—Deku, Goron and Zora—are the only ones that change Link's entire body, all the masks grant him a special power.

1. Deku: Speak to the mask salesman underneath the clock tower after you get back your ocarina. He'll heal you and give you the Deku Mask. Deku Link can shoot bubbles, dive inside Deku flowers and walk on water (for five steps, anyway).

2. Goron: Follow the ghost of Darmani back to his grave using the Lens of Truth. Goron Link can punch large boxes or barrels, pound on heavy switches and roll up hills.

3. Zora: In the Great Bay Coast, look for the area with seagulls flying overhead and swim out to it. Grab the floating Zora and push him back to shore; play him the Song of Healing. Zora Link can dive, use boomerangs and even repel underwater enemies with a barrier attack.

4. Bremen: At night in the Laundry Pool in West Clock Town, listen to the confession of Guru-Guru, the traveling musician. Use it to make small animals march in formation.

5. Bunny Hood: Go to the Cucco Shack in Romani Ranch and speak to Grog, the depressed cucco breeder. Wear the Bremen Mask and march around the shack until you collect all the chicks and transform them into adults. While wearing the Bunny Hood you run much faster and can jump farther.

6. Gibdo: In Ikana Canyon, play the Song of Storms to defeat the ghost Sharp and get rid of the mummies outside. Wait for a little girl to run out of the house with the horn sticking out of the roof; when she's far enough away, run inside the house before her. She comes out once every two minutes, or if she hears a bomb explode. Find her father in the closet downstairs and play him the Song of Healing. While wearing the Gibdo mask, you can speak to mummies and they won't attack you.





7. Garo: Race at the Gorman Track on Milk Road; if you jump all the fences and save at least one carrot until the last stretch you'll win. Wear it to get inside Ikana Canyon and to fight Garo ghosts.

8. Captain's Hat: Play the Sonata of Awakening to rouse Skull Keeta, the giant skeleton in the Ikana graveyard. Chase him up the path, stunning him with arrows to buy enough time to defeat the Stalchildrens that pop up. When you catch up and slash him, he'll turn and fight. Stun him again with arrows, then slash him. When he starts jumping, look for his shadow and get out of the way, slashing when he lands. Hookshot to the chest with the mask; it allows you to speak to the Stalchildrens.

9. Mask of Scents: After clearing Woodfall, follow the Deku butler through the labyrinth as Deku Link. Use it to find fragrant mushrooms inside the Woods of Mystery to bring to the Magic Hag's Potion shop.

10. Great Fairy's: Find the missing fairy as Link and bring it back to the fountain in North Clock Town. When you wear it, the hair will sparkle if there is a stray fairy nearby.

11. Stone: Just outside of Ikana graveyard, near the wall blocking off Ikana Canyon, use the Lens of Truth to find a soldier sitting in a circle of rocks and give him a red potion. Wearing it lets you hide.

12. Don Gero's: In the Goron Shrine, use Deku sticks to light all the torches until the chandelier starts moving. Roll into the chandelier until you break off a piece of rock sirlin. Pick it up and carry it to the hungry Goron standing on a ledge in Mountain Village; throw it up to him. It allows you to speak to frogs.

13. Mask of Truth: Complete the Skulltula dungeon in the Woodfall area. Use it to check Gossip stones for rumors and talk to dogs; especially helpful for betting at the Doggy Racetrack.

14. Blast: Between 12:00am and 1:00am on the 1st night, wait by the postbox in North Clock Town until a thief robs an old lady. Attack the thief so that he drops his bag. The old lady will reward you with the mask, and there will be a big bomb bag available in the bomb shop the next day. Wear it when you need an explosion and don't have any bombs.



15. Kafei's Mask: [See Kafei Event]

16. Circus Leader's: Must have Romani, Goron, Deku and Zora Masks first. Speak to Gorman in the Milk Bar at night, then speak to Toto the Zora in all your forms to perform all his songs.

17. Postman's Hat: [See Kafei Event]

18. Keaton: [See Kafei Event]

19. Romani: Get into Milk Road with a powder keg. On the first night at 2:30 AM, clear the alien abduction game. Watch the dots on the map to see where the aliens will appear; look out for the one that sneaks up behind the barn. If you hold them off until dawn you'll get an empty bottle. On the second day, speak to Cremia in the cow barn. At 6:00 PM, ride with her to Clock Town and shoot the pursuers with arrows.

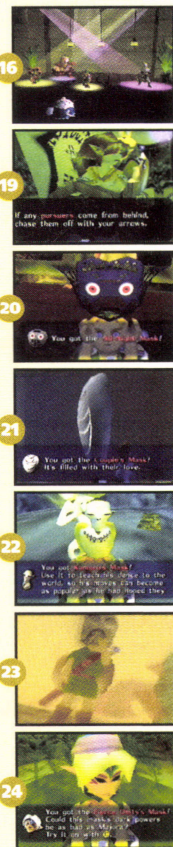
20. All-Night: If you saved the old lady from the thief on the first night, you can buy it at the Curiosity Shop on the third night for 500 rupees.

21. Couple's: [See Kafei Event.]

22. Kamaro's: After 12:00 AM on any night, go to the north side of the Termina Fields. There's a ghost on top one of the mushroom-like land formations. Play him the Song of Healing.

23. Giant's: In the Stone Tower Temple, before the boss room.

24. Fierce Diety's: Find all four kids in the hide-and-seek event on the moon. You must have all 23 masks to give away. Speak to the kid by the tree last to get the Fierce Diety's Mask. When you go back to the first day, you'll still have all your masks, plus the new one. Wearing the Fierce Diety's Mask to fight Majora's Mask makes the boss much, much easier.



Kafei Event

Despite looming destruction overhead, the citizens of Clock Town are obsessed with their personal problems. Meddling in the lives of star-crossed lovers Anju and Kafei is the only way to get some of the masks in the game.

1. 10:00 AM, First Day: Get the Kafei Mask from Lady Aroma in the Mayor's office.

2. 2:15-2:30 PM, First Day: Speak to Anju while wearing Kafei's Mask. Speak to her again without the mask and she'll give you a room key. If you don't get a key you can use the Deku flower outside to get into the inn through the roof.

3. 11:30 PM, First Day: Meet Anju in the kitchen. She'll give you a letter for Kafei.

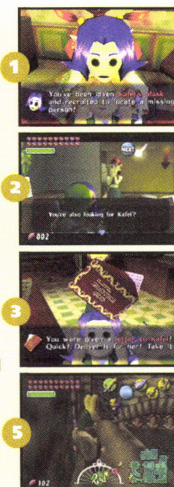
4a. Put the letter in a postbox.

OR

4b. Screw her over and give the letter to the hand in the toilet on the first floor of the inn to get a heart piece. If you do this you need to start the event over again.

5. 3:00 PM, Second Day: Wait in the Laundry Pool in West Clock Town for the postman to arrive. When Kafei (wearing the Keaton Mask) runs out, run inside his hiding place and wait for him.

6. Kafei will give you the Pendant of Memories. Take it to Anju.



7. 1:00 PM, Third Day: Go back to Kafei's hiding place and talk to the Curiosity Shop owner. He'll give you the Keaton Mask and express mail for Kafei's mother, Lady Aroma.

8a. 6:00 PM, Third Day: Take the notice to Lady Aroma in the Milk Bar.

OR

8b. 6:00 PM, Third Day: Take the notice to the post office and follow the postman to the Milk Bar. He'll give you the Postman's Hat before he leaves Clock Town.

OR

8c. 6:00 PM, Third Day: Give the notice to the hand in the toilet. Event will end.

9. 6:00-7:00 PM, Third Day: Hide with Kafei behind the rocks in Ikana Canyon (near the Deku Trader) and wait for Sakon the thief. Follow him inside.

10. You need to be FAST in this section. You'll alternate between controlling Link and Kafei, so as soon as you get control of one, run through the open door as fast as possible.

A. Kafei—Push the block onto the switch.

B. Link—Kill the Deku Baba.

C. Kafei—Press the blue switch on the bottom right of the room.

D. Link—Kill the two Deku Babas.

E. Kafei—Move the left block and bottom middle block onto the switch.

F. Link—Kill the Wolfos.

G. Kafei—Jump on switch.

H. Link—Jump on switch.

I. Kafei—Run up to the Sun's Mask before it falls through the hole.

If you miss the Sun's Mask you need to start the whole event over again.

11. 5:00 AM, Third Day: One hour before destruction, go to Anju's room on the second floor of the Stock Pot Inn. Wait for Kafei; you'll get the Couple's Mask.





Heart Pieces

Link's health meter is only three hearts long at the start of the game, and even if he defeats all four temple bosses he's still a weakling at seven hearts. Finding all the extra heart pieces (four heart pieces = one heart container) will extend his health meter to an impressive 20 hearts.

1. South Clock Town—Entrance to the clock tower. Give the Moon's Tear to the Deku Trader nearby and launch up with the flower.

2. North Clock Town—On top of a tree near the slide. Jump over as Link.

3. North Clock Town—In the Deku Scrub Playground, play a perfect game on all three days. Don't rush or you'll fall off the platforms. Just remember there's always enough time to complete the game.

4. East Clock Town—At the Honey & Darling Gaming Center, play a perfect game on all three days. On the first and third days, it helps to use a controller with a rapid-fire button. You can hit Honey & Darling as much as you want (and you will want to) since it doesn't take any points off.

5. East Clock Town—Play the Treasure Box Game as Goron. It's easier to walk than roll to the chest. You can also cheat by speaking to her as Goron, then switching to the Bunny Hood in the middle of the game.

6. East Clock Town—Town Shooting Gallery: Hit all 50 Octorok targets.

7. East Clock Town—Wear the Couple's Mask and stop the quarreling in the Mayor's office.

8. East Clock Town—Give any piece of paper to the hand in the toilet on the first floor of the Stock Pot Inn. It can be the letter or notice received during Kafei's Event, or any of the Land Title Deeds you get from various Deku Traders.

9. East Clock Town—In the Stock Pot Inn, wear the All-Night Mask and listen to Anju's grandmother read "Carnival of Time." Select "on the eve of the festival" as your answer.

10. East Clock Town—In the Stock Pot Inn, wear the All-Night Mask and listen to Anju's grandmother read "Four Giants." Select "I dunno" as your answer.

11. West Clock Town—Deposit 5,000 rupees.

12. West Clock Town—In the Swordsman's School choose the "expert" course and use the jumping slash to break all the logs for 30 points.

13. West Clock Town—Post Office, except the first day, between 3:00 PM and 12:00 AM get perfect in the "10 seconds" game.

14. West Clock Town—Wear Kamaro's Mask and dance for the dancing girls at night.

15. Clock Town—Wear the Postman's Hat and check any postbox.

16. Termina Fields—Hole in the south: Kill the giant Pea Hat.

17. Termina Fields—Hole in the north: Kill the two Dodongos.

18. Termina Fields—Hole in the west: Shoot the beehives and it will sink in the water.

19. Termina Fields—Hole in the east: watch the Deku Trader from the observatory and see him enter a hole. Follow him into the hole and buy a heart piece for 150 rupees.

20. Termina Fields—Find four different holes with a large Gossip stone inside. Play the same song in the same form (i.e., play the Goron's Lullaby as Goron to all of them) to turn them all the same color.

21. Road to Southern Swamp—Climb the vine ladder on the large tree you see when you first enter.

22. Road to Southern Swamp—Get perfect twice in the arrow game; the second time you need to get at least 2,180 points (the time left over gets added to your score). It helps if you have a rapid-fire controller. If you don't, just press B repeatedly as fast as you can, you don't need to draw the arrow all the way back to shoot it.

23. Southern Swamp/Tourist Office—Give the Town Land Title Deed to the Deku Trader as Link and use the flower to get to the roof.

24. Southern Swamp/Tourist Office—Submit a pictograph of the Deku King or Tingle.

25. Boat Tour Office—After clearing Woodfall, play the target-shooting game with the witch. Hit the target at least 20 times and accidentally hit Koume less than 10 times.

26. Deku Kingdom—Inside the maze on the way to see the magic beans seller.

27. Woodfall—In the large lake area around Woodfall Temple, in a treasure box on one of the platforms.

28. Road to Snowhead—Near the second jumping gap ramp, use the Lens of Truth to reveal invisible platforms. Jump to the last platform and play the Scarecrow's Song. Use the hookshot on the scarecrow to get to the heart piece.

29. Mountain Village—After clearing Snowhead, wear Don Gero's Mask and release five frogs into Mountain Village. Find them in the Laundry Pool of West Clock Town, the Southern Swamp on a log near the giant Octorok, Mountain Village, Woodfall Temple and Great Bay Temple. The frogs in the temples are the sub-bosses who guard the boss keys; speak to them after defeating them.

30. Road to Goron's Village—After clearing Snowhead, jump into the water around the rope bridges as Zora Link for the chest.

31. Goron's Village—As Deku Link, give the Swamp Title Deed to the Deku Trader and use the flower to jump up the ledge.

32. Romani Ranch—Win over 150 rupees in one bet at the Doggy Racetrack in Romani Ranch. Wear the Mask of Truth and pick the dogs up to hear them bark about how they feel good or bellyache about partying too hard the night before.

33. Great Bay Coast laboratory—Feed six little fishes to the two large fish in the tank until one spits out a heart piece.

34. Great Bay Coast—In the Oceanside Spider House, hit the masks in the dining room in the correct order. Talk to the Stalchids while wearing the Captain's Hat to learn the order; it varies each time. There are four Stalchids in the room with the masks and two more in the library upstairs.

35. Great Bay Coast—Go up the ledges on the east (they have grappling posts) using the hookshot; use a magic bean and the scarecrow's song to reach the heart piece.

36. Great Bay Coast—After clearing Great Bay Temple, play the jumping game; you must get to the game by boat on the east side, then use the hookshot to reach the islands.

37. Zora Hall—Jump down into the waterfall and kill the Like Like.

38. Zora Hall—Use the hookshot to get to the second floor of Mikau's room to read musical notes. Go to Japas' room for a jam session. Go to Evan's room and play the songs you learned from Japas as Goron Link.

39. Zora Hall—As Goron Link, in Lulu's room, give the Mountain Title Deed to the Deku Trader and access the heart piece above.



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Heart Pieces continued

40. Pirate's Fortress—In a cage. Hit the switch, then roll down as Goron Link before it closes.

41. Pinnacle Rock—Take a photograph of a female pirate and give it to the guy inside the Fisherman's Hut in Great Bay Coast. Release the gold seahorse in Pinnacle Rock, then kill all the sea snakes using Zora Link's barrier attack.

42. Great Bay Coast/Waterfall—After winning an empty bottle from the beaver brothers, race them again twice on the same day.

43. Ikana Graveyard—Wear the Captain's Hat on the second night and order the skeletons to destroy the tombstone. Use the Lens of Truth, then enter to fight the Iron Knuckle.

44. Ikana Valley—As Zora Link, give the Ocean Title Deed to the Deku Trader.

45. Ikana Valley—Ghost House: Beat four Poes in 3:00 minutes.

46. Ikana Valley—There's a secret shrine behind the waterfall. Use the light arrow to enter, then beat all four mini-bosses. You'll need at least 16 hearts to enter every room.

47. Ikana Castle—On the outside podiums, hit the switch to turn off the flames and jump over to the heart.

48. Clock Town/Milkroad—Slash at the grass that flies away while wearing the Keaton Mask. A fox will appear. Answer all five questions correctly.

49. Moon—Odolwa Dungeon: Use the Deku flower to launch over.

50. Moon—Goht Dungeon: Roll to the end of the maze. When you get enough speed, stop pressing forward on the joystick and Goron Link will accurately ricochet off the treasure chests like a pinball.

51. Moon—Gyorg Dungeon: Use trial and error to get through the tunnels. The heart piece is behind one of the gossip stones. If you get to the kid before you find the heart piece, you can transform into Goron Link and drown yourself to start at the beginning of the maze again.

52. Moon—Twinmold Dungeon: Use the Bombchu to open the roof of the last room. The heart piece will appear.



Bosses

Some of the heart pieces and masks can't be accessed until you've healed the land by defeating the possessed bosses lurking in the four temples. After you clear a temple once, you can warp directly to the boss from the entrance.

Woodfall Temple Boss

1. Odolwa: Get close and stun him with a jumping slash. If you keep on using the jumping slash, Odolwa won't be able to move and you'll defeat him easily.

Snowhead Temple Boss

2. Goht: Melt him with a flame arrow, then chase after him as Goron Link. Hit the green vases for more magic energy. After you hit him a few times with your spikes he'll start shooting lightning; veer from side to side to avoid getting hit. Hit him ten to fifteen times and it's all over.



Empty Bottles

1. In the Southern Swamp, go to the Tourist Information hut and check the ticket booth; Koume is missing. Go to the Magic Hag's Potion shop and speak to Kotake; find Koume in the Woods of Mystery, then return to Kotake to get a bottle of red potion.

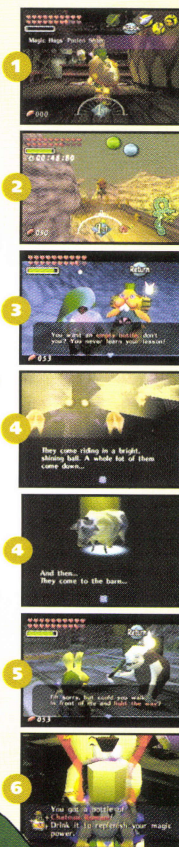
2. Clear Snowhead, then head to the Goron Racetrack near the rope bridges. Win first place to get a bottle of gold dust. Also, if you upgraded your sword at the blacksmith in Mountain Village from Kokiri to Razor, you can take the gold dust to him and have him upgrade it once more to the Gilded sword.

3. Race against the beaver brothers in the Great Bay Coast. Use the hookshot on the palm trees to get to the entrance at the top of the waterfall.

4. Win the alien abduction game at 2:30 AM on the first night. Enter Milk Road using a powder keg.

5. On the third night, wear the Captain's Hat in Ikana Graveyard and open a tomb. The gravedigger is inside; lead him to all the sand pits to dig holes. Walk very, very slowly or he'll wander off, the senile old fool. Defeat the Poe for a bottle.

6. During the Kafei event, if you give the express mail to Lady Aroma in the Milk Bar, she'll give you a bottle of Chateau Romani.



Great Bay Temple Boss

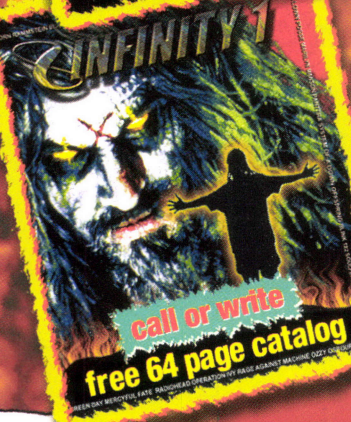
3. Gyorg: Wear the Bunny Hood and make sure you have a few fairies. Wait for Gyorg to jump over the platform, track where he lands and stun him with an arrow. You can see where he is by the bubbles on the water's surface. Transform into Zora Link and jump in the water to hit him with the barrier attack. Get back on the platform quick and change back into Link, then stun him with an arrow again. Repeat this four or five times.

Stone Tower Temple Boss

4. Twinmold: Stock up on green potions, since you need to wear the Giant's Mask for this battle and it sucks down magic energy like a black hole. You can't Z-target in this form; just aim carefully for the tail or eyes of the worms and avoid being encircled by their spiky bodies. If you break the stone pillars you might knock out some green potions, but you can only pick them up as the regulation size Link. Don't wander too far towards the perimeter or you'll fall out and have to start all over again.



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Future Puzzles. For each contest you enter, you will receive by mail, four more puzzles at \$2 each and a tie-breaker at \$1. You have three weeks to solve each puzzle. We can not predict the number of entries for each phase. Typically 59% attain the highest score in

phase 1, 47% in phase 2, 39% in phase 3 and 34% in phase 4. The winner will have the highest score after the tie-breaker. Each contest has its own tie-breaker. In the unlikely event that players are still tied, they will split the value of the package they are playing for.

Directions. Follow the directions below to fill in the puzzle. Check the boxes on the entry form to specify the contests you are entering. Add up the entry fees and send that amount with the entry form to the address below. Remember, you can't win if you don't enter. Only one entry per person. Prize totals are described below puzzle. **All entries must be post marked by March 25, 2001. ALL ENTRY FEES MUST BE PAID IN U.S. FUNDS ONLY. WE WILL NOT ACCEPT CANADIAN CHECKS.**

PRIZE PUZZLE

WORD LIST

TOWER - P	LEGAL - Y
EARTH - X	EMPTY - V
WORLD - U	WATER - T
SPACE - W	COAST - A
HAPPY - O	FIELD - B
SHARE - Z	BLADE - D

		T			
H	A	P	P	Y	O
	L				
			S		
				L	

SECRET WORD →

SECRET WORD CLUE:

What comes after yesterday but before tomorrow?

DIRECTIONS

Fill in the puzzle with the correct words going across. Transfer each word's corresponding letter to the line at the end. This should spell the secret word going down. HINT: Read the secret word clue.

ENTER ME IN THE FOLLOWING CONTESTS:

☐ (\$3) Video Game ☐ (\$3) Home Theater
☐ (\$3) Computer ☐ (\$5) Enter All Three

102

Name _____

Mailing Address _____ Apartment # _____

City _____ State _____ Zip _____

Area Code _____ Phone Number _____

SEND CASH, MONEY ORDER OR CHECK TO:

ELATION, P.O. BOX 44213 DEPT 955, EDEN PRAIRIE, MN 55344
This puzzle is void where prohibited. Employees of Elation, Inc and its suppliers are ineligible. Judges decisions are final. Where judges are in error the sponsor's liability is limited to the amount of entry fees paid. Elation is not responsible for lost, delayed or stolen mail. Winners will be determined no later than December 01, 2001. This contest is open to residents of the U.S. and Canada only. If you are under 18, you must have parents permission to play. © 2000 Elation, Inc.

Value of prize packages as follows: Video Game package \$1400 base prize, bonus options \$2350, cash options \$1250. Computer package \$2600 base prize, bonus options \$2850, cash options \$1250. Home theater package \$7475 base prize, bonus options \$6375, cash options \$1250. For any questions e-mail us at elation@uswest.net or call us at 952-826-0033.

Online Console Gaming is Here

Are you ready to serve up a big, steaming helping of humiliation to an opponent you've never even seen? Yes, there's something about the thrill of wiping the floor with a total stranger that makes the day seem brighter and the birds sing just a little louder. Take a moment to bask in the peaceful glow—then get online and kick some serious butt! Sega is the first and only company to bring you true, online, multi-player console gaming. As if that wasn't enough innovation, there's SegaNet, the first ever dedicated gaming ISP, which lets you dole out the damage in low latency peace. Check out just some of the ways you can make yourself feel superior, online and off:

Sega Sports™ NFL 2K1



net via Sega Dreamcast. A whole new level of competition has emerged with online console gaming as the pool of opponents has dramatically increased. "Sega Sports NFL 2K1" continues to redefine superior gameplay with new features including an advanced running game, a better defensive system and the Franchise Mode that allows gamers to manage their teams over multiple seasons. Play on or offline, "NFL 2K1" delivers endless hours of gameplay. You may never leave the couch again- unless nature calls.

When you get sacked online it hurts as bad as if you were actually being leveled by a 250-pound linebacker—But this time it's your pride that hurts not your body. The sequel to the breakthrough sports title of 1999 and the first online multi-player game, "Sega Sports NFL 2K1" once again revolutionizes the sports game genre by moving the playing field online and allowing players to compete over the Inter-



Sega Sports™ NBA 2K1



across the country in real time using their own ISP or SegaNet. Featuring improved AI, street courts, crisper animation, more lines of commentary, added moves and the new Franchise Mode where players can draft rookies and make trades to create the ultimate team, "Sega Sports NBA 2K1" offers the most realistic basketball sim ever created.

Gamers' hoop dreams have finally come true as Sega expands the basketball courts online. Forget what you learned in gym class, it's about a bag of chips, a phone cord, and a copy of "Sega Sports NBA 2K1." "Sega Sports NFL 2K1" proved to gamers that the only way to play sports games is on the Internet. Now "Sega Sports NBA 2K1" follows suit allowing gamers to chat and play their friends or foes



Quake III Arena™



players against each other in an action-packed, free-for-all environment. Prowling through hallways and courtyards in gothic arenas and futuristic spacescapes, players will have endless options on and offline to keep them in the game.

The eternal battle- Which is better, PC gaming or console gaming? Now the battle moves online with "Quake III Arena" for Sega Dreamcast. In another first for the videogame industry, "Quake III Arena" is the first game to allow multiplayer real-time networked gaming between Sega Dreamcast and PC players. Featuring new arenas and a redesigned user interface, "Quake III Arena" pits



Phantasy Star Online™



participate in various adventures in an online community unlike any other. Developed by Yuji Naka and his Sonic Team, "Phantasy Star Online" will revolutionize worldwide online console game play by breaking down the barriers of culture and language.

Prepare yourself for the ultimate online gaming experience. Revisiting the renowned "Phantasy Star" series, the first fully networked console-based RPG, "Phantasy Star Online," will connect gamers worldwide in a sci-fi fantasy universe featuring detailed 3D labyrinths and vast free-roaming landscapes. Players from around the globe will unite online via SegaNet to communicate and



SegaNet

We know you want the best online gaming experience possible, and that means the lowest possible latency. SegaNet is the only high-speed console gaming network and ISP, which makes for a totally optimized gaming experience. Don't just take our word for it, anyone who owns a Dreamcast and has SegaNet-enabled games such as "Sega Sports NFL 2K1" and "Quake III Arena" can sign up for 50 free hours on SegaNet. Each game will walk you through the sign-up process. SegaNet members will also have exclusive access to contests, sweepstakes and special offers in addition to the best online gaming action.

The process is simple and easy. Plug in your Dreamcast, plug in the phone cord, sign up for SegaNet, and let the online games begin. You can register with your PC via www.sega.com or through the Dreamcast console using the latest browser or online games.

If you decide to sign up for 18 months on SegaNet for \$21.95 per month, you will get a check for \$150- the cost of the Dreamcast hardware- and a free keyboard.

If you have questions regarding SegaNet, check out the web site at www.sega.net or call 1.866.SEGA.NET.

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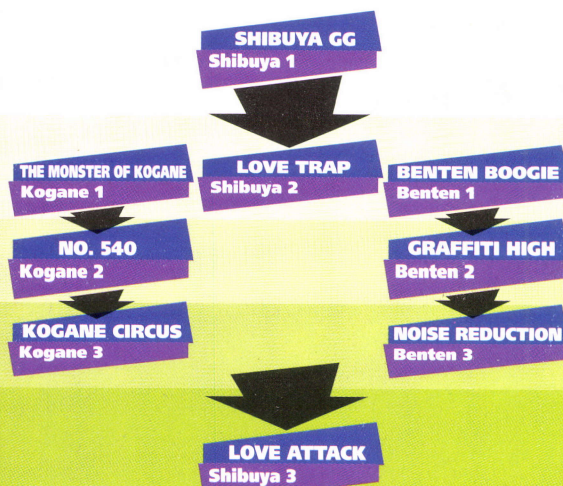


GRAFFITI BASICS

There are three types of graffiti. You can tell which size graffiti your character will paint at a particular location by looking at the image in the balloon that appears over his or her head. Painting small graffiti requires one can of spray paint. Large graffiti consumes at least three cans, and x-large consumes at least seven cans. Small graffiti are always worth 500 points, but large and x-large graffiti are worth different amounts depending on the character you're using. If you make a mistake while painting you'll lose an additional can of paint each time. The amount of points you'll receive for that particular graffiti will also be reduced.

GAME PROGRESSION

CHAPTER 1: GG



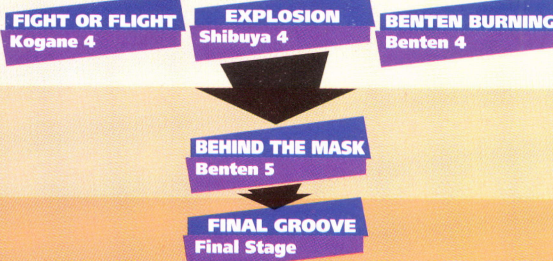
- Gum's Challenge
- Tab's Challenge
- Mew's Challenge
- Garam's Challenge
- Yo-Yo's Challenge

CHAPTER 2: COMBO & CUBE



- Cube's Challenge
- Combo's Challenge

CHAPTER 3: GOLDEN RHINOS



- Piranha's Challenge
- Slate's Challenge

Jet Grind Radio was developed by Smile Bit and released in Japan as *Jet Set Radio*. We Americans usually get the short end of the stick when it comes to translations of Japanese games for the U.S. market. However, this is one of those rare occasions where there's actually more stuff in our version of the game! *Jet Grind Radio* includes two totally new stages, more music tracks and more graffiti that wasn't included in the Japanese version! We'll blow the entire game apart for you right here with complete maps and how to get all 102 graffiti!

ADVANCED TECHNIQUES

Something For Nothing

While you're grinding a level surface, you may notice that you'll gradually lose speed until you either jump off or stop and fall off. Many times you would like to continue grinding but you just don't have enough momentum. What do you do? Well, it is possible to increase your speed while grinding! When you're grinding slowly, tap the Jump button to make a little hop. You will pick up an almost imperceptible amount of speed, but if you hop a few times in a row your acceleration will become more apparent. There are a few caveats, though. First, the surface you're grinding must be straight for the next few feet in front of you, otherwise you will hop right off the grind. Next, if you're going reeeeeeally slow, there may be nothing you can do to increase speed. Finally, if the grind is on an incline, there's just no way you'll be able to increase your speed. The most you can hope for is to slow down less than you would otherwise.

How to Perform Tricks... and How to Avoid Performing Tricks

All tricks in *Jet Grind Radio* are either wall rides, grinds or jumps. Your character will automatically perform a wall ride when you jump toward a wall or vertical surface at a non-perpendicular angle. However, you cannot wall ride on some walls. Whether a particular wall or surface has this "wall-rideable" property is arbitrary and you'll have to just experiment to find out which is which. To grind, your character will automatically "snap" to a surface which is "grind-able" when you jump onto or close enough to it. What the game considers "close enough" is once again arbitrary so you may find yourself grinding surfaces you intended to land next to. If your speed isn't sufficient to grind, your character will fall down. You'll be able to grind on just about every surface that you expect to be able to, although there are a few exceptions. Finally, there are the tricks that are performed while jumping. If your character is moving at a fast enough speed, he or she will automatically do a trick while jumping. Otherwise, it will just be a plain jump. This particular element can really confuse a beginning player, because there are actually two types of jumps you can perform with the jump button: a small hop and a larger, full jump. If you just tap the Jump button, your character will hop. If you hold down the button, your character will perform a full jump. However, if you are moving fast enough, even if you just tap the jump button, your character will do the full jump plus a trick. In other words, if you're moving too fast it won't matter how you press the jump button; it will be impossible to jump small distances.

More on Jumps

The last important detail to know about jumping is that you can jump off of a grind in two more ways, in addition to the short and long jump distances. If you hold **Left** or **Right** first and then jump, your character will jump off at a large (about 45°) angle in the corresponding direction. But if you jump first, then hold down **Left** or **Right**, your character will jump off at a small angle in the corresponding direction. While in the air, you can only slowly change the direction you're traveling in.

UNLOCKING SECRET CHARACTERS

There are four secret characters in the game: Love Shockers, Noise Tank, Poison Jam and Goji. To get each one, you must obtain a "JET" rating in every stage associated with that character:

So how do you obtain "JET"? First, it's important to know that your rating is based solely on your score, and that the minimum score necessary to obtain "JET" changes from stage to stage. It can be as low as 29,000 points, or it can be as high as 70,000 points. There are two major strategies for attempting to obtain "JET" in any given stage. One is to finish the stage as quickly as possible, relying on the bonus points you get at the end of the stage for leftover health, cans and time to give you a high score. The other strategy is to almost complete the stage as fast as possible except for one remaining graffiti, then spend the remaining time collecting points for tricks and optional graffiti. When you have 50 or so seconds left, paint that last graffiti. The fastest way to collect points is by doing what I call "infinite tricks." In some areas of the game, there are places where you can jump from one grind to another in a loop, so you never touch the ground and you're continuously performing tricks and earning points indefinitely. I'll detail some of the locations where this is possible in the "Infinite Tricks" section of this strategy.

This table details the minimum number of points necessary to obtain "JET" on any particular stage:




















































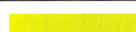




STAGE NAME (Stage Location & Number)	Minimum points for "JET" rating
SHIBUYA GG (Shibuya 1)	33,000
LOVE TRAP (Shibuya 2)	41,000
LOVE ATTACK (Shibuya 3)	29,000
EXPLOSION (Shibuya 4)	70,000
THE MONSTER OF KOGANE (Kogane 1)	30,000
NO. 540 (Kogane 2)	33,000
KOGANE CIRCUS (Kogane 3)	29,000

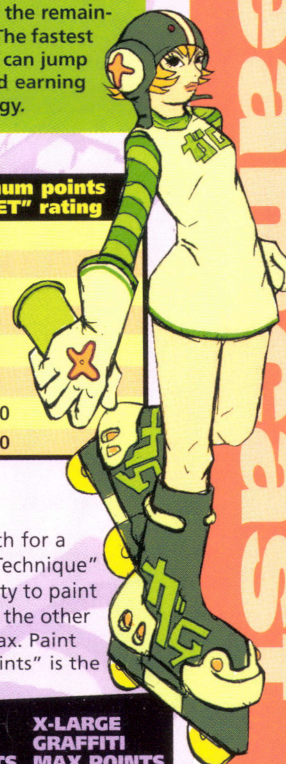
Obtain "JET" on these stages...	To get this character...
All 4 Shibuya stages	Love Shockers
All 4 Kogane stages	Poison Jam
All 5 Benten stages	Noise Tank
All the above stages, plus Bantam Street and Grind Square, plus complete the game	Goji

STAGE NAME (Stage Location & Number)	Minimum points for "JET" rating
FIGHT OR FLIGHT (Kogane 4)	62,000
BENTEN BOOGIE (Benten 1)	44,000
GRAFFITI HIGH (Benten 2)	32,000
NOISE REDUCTION (Benten 3)	29,000
BENTEN BURNING (Benten 4)	50,000
BEHIND THE MASK (Benten 5)	29,000
TAG OR DIE (Bantam Street)	≤44,000
ROCK 'N ROLL GRIND (Grind Square)	≤68,000

CHARACTERS

Here's a table of all the characters in the game and their attributes. "Power" means the maximum amount of health for a character. The greater this quantity, the more hits and falls a character can sustain before dying. The greater the "Technique" attribute, the easier a character will be to manipulate and to perform tricks with. "Graffiti" means a character's ability to paint graffiti. The higher this quantity is, the more complex and difficult the graffiti commands will be for you to input. On the other hand, you can obtain more points for painting graffiti with characters that have a high rating in this attribute. "Max. Paint Capacity" denotes the maximum number of spray paint cans a character can carry at once. "Large Graffiti Max. Points" is the maximum number of points possible for painting a large graffiti with a character, and "X-Large Graffiti Max. Points" is the maximum number of points possible for painting an x-large graffiti.

		POWER	TECHNIQUE	GRAFFITI	MAX PAINT CAPACITY	LARGE GRAFFITI MAX POINTS	X-LARGE GRAFFITI MAX POINTS
	Beat				20	850	3,850
	Gum				15	1,750	5,350
	Tab				30	550	2,950
	Mew				20	850	3,850
	Garam				30	550	2,950
	Yo-Yo				15	1,750	5,350
	Cube				25	850	3,850
	Combo				20	850	3,850
	Piranha				15	1,750	5,350
	Slate				40	550	2,950
	Love Shockers				30	550	2,950
	Poison Jam				20	850	3,850
	Noise Tank				50	850	3,850
	Goji				30	1,750	5,350



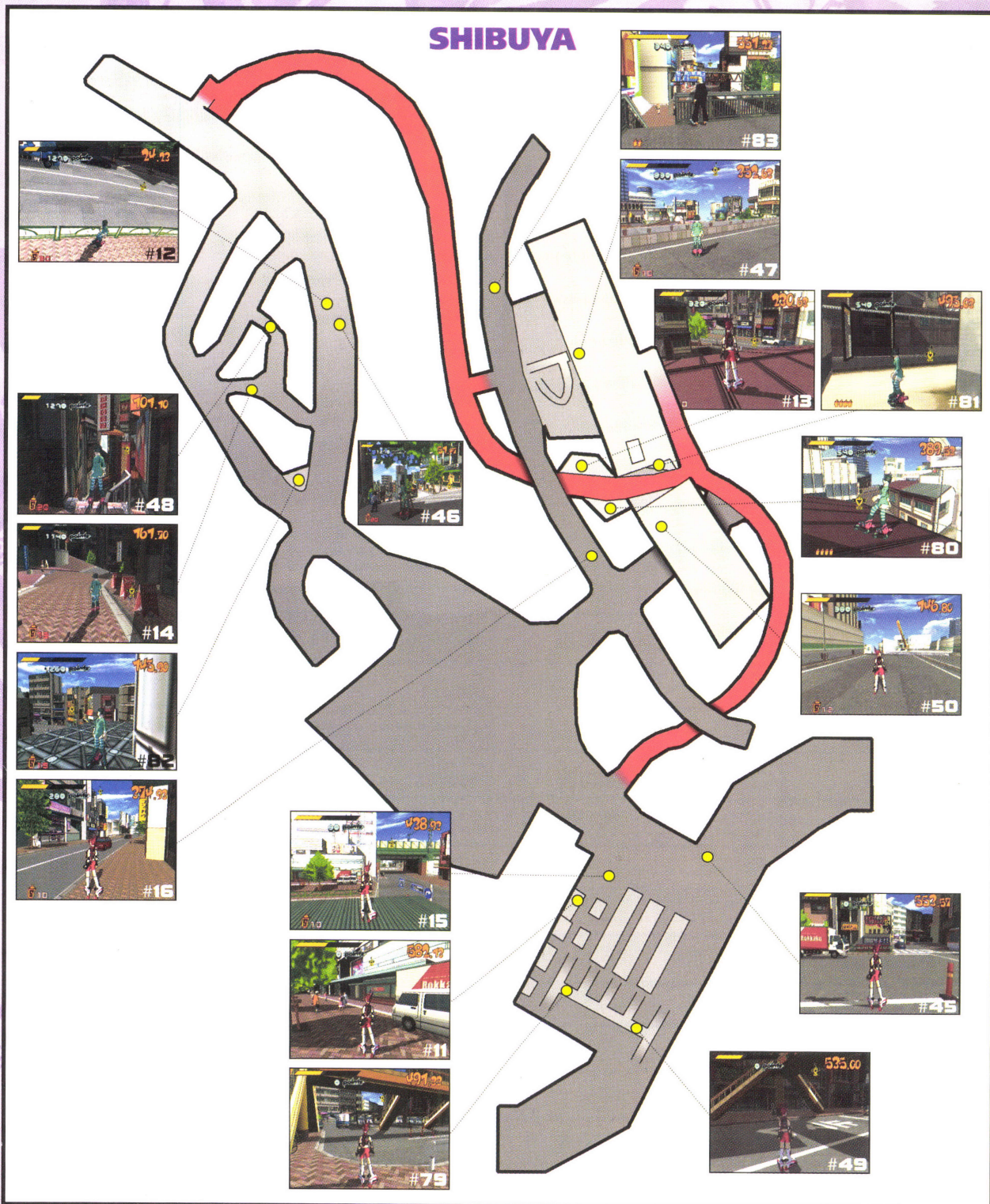


GRAFFITI SOUL

There are 102 different graffiti you can find in *Jet Grind Radio*. There are two ways to collect graffiti: By obtaining new characters and by picking up the goofy Graffiti Soul icons from within the different stages in the game. Graffiti numbers 11-30, 45-64 and 79-98 can be found by picking up those icons in each stage. Every time a new character joins you, you'll obtain one small, one large and one x-large graffiti that corresponds to that character. Graffiti numbers 1-10, 31-44, 65-78 and 99-102 are all obtained in this way.

STAGE MAPS & GRAFFITI SOUL LOCATIONS

The following pages contain maps for Shibuya, Kogane, Benten, Bantam Street and Grind Square, with the location of every single Graffiti Soul. For the first three maps, remember that many stages will take place in only some portions of each map, and that routes or passages connecting different sections of the map may be blocked off. All maps are shown from a top-view perspective. That means if there's a platform below another platform, only the upper one will be visible. Lighter shaded areas denote platforms at a higher altitude than darker shaded areas. Thick lines denote absolute walls that cannot be traversed. Thin lines denote either a wall or fence that can be traversed in one or both directions, or an abrupt difference of height between two sections. In the Kogane map, blue areas denote water.

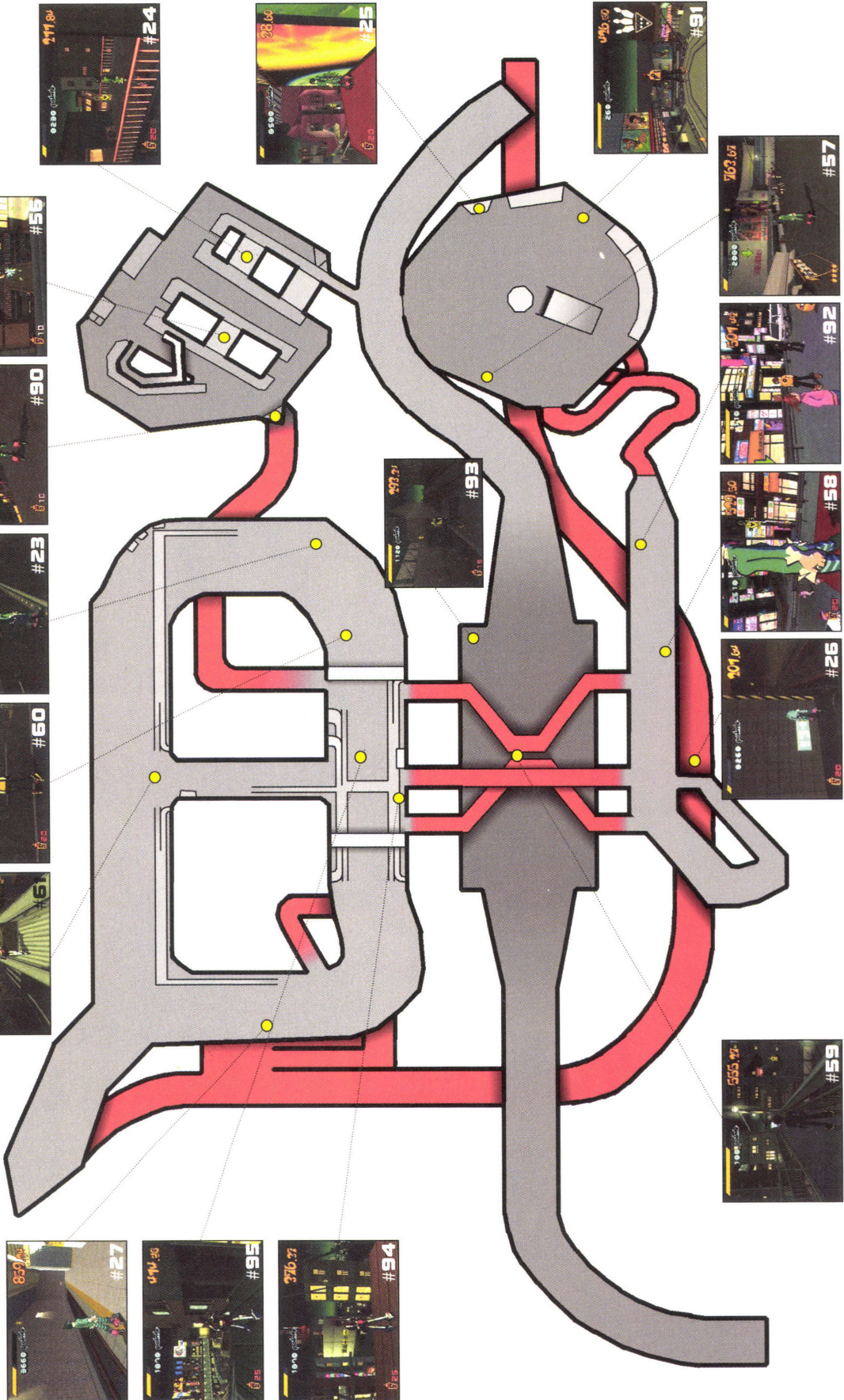




Dreamcast strategy

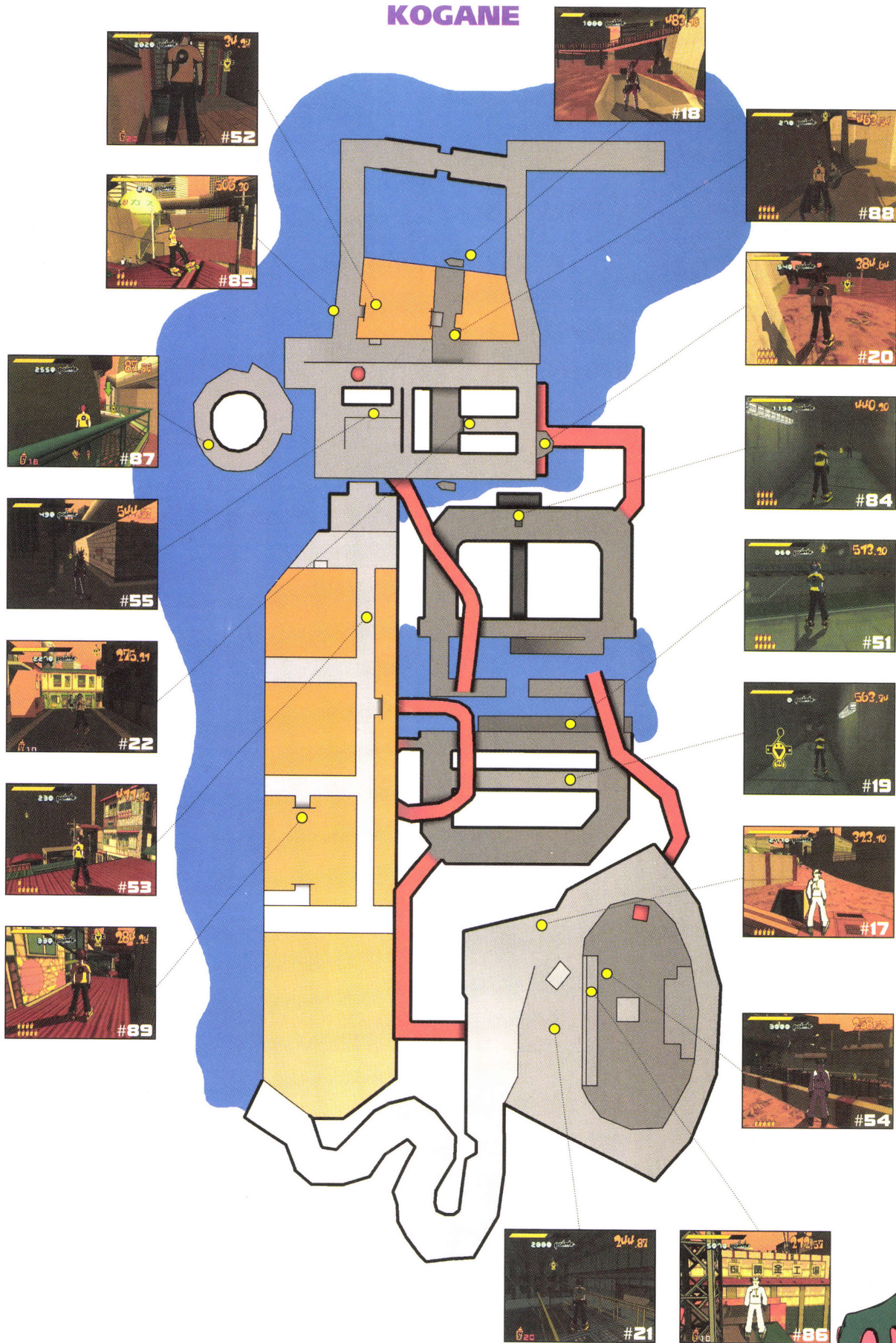
Dreamcast strategy

BENTEN



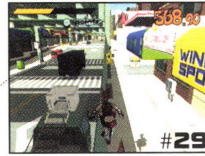
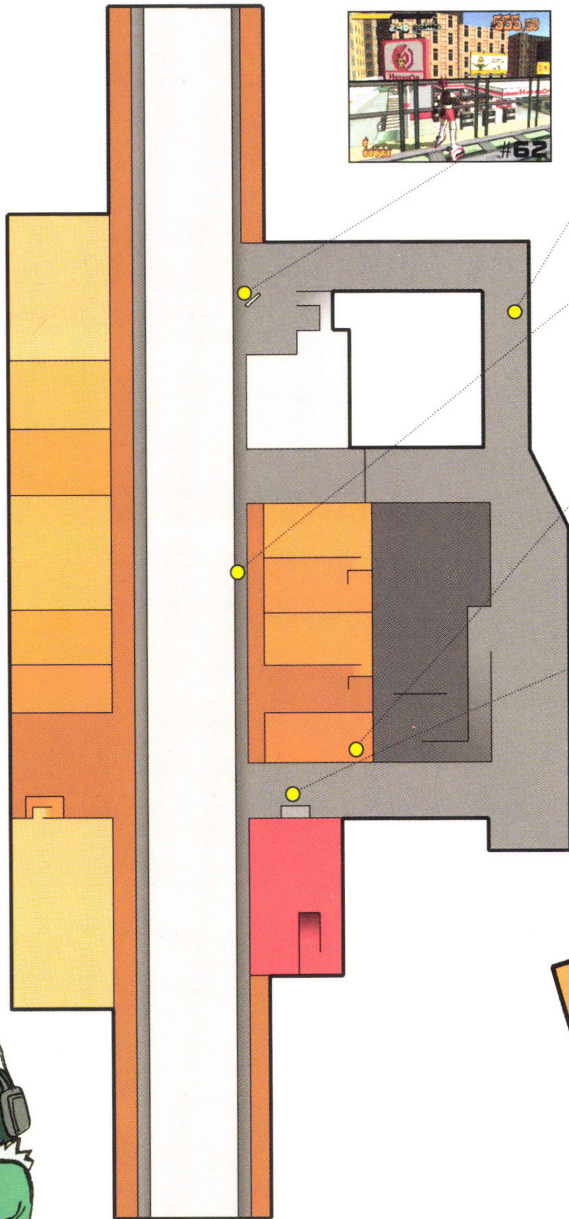


KOGANE

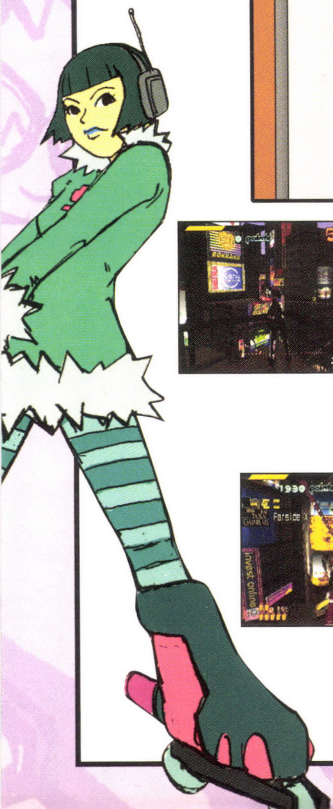
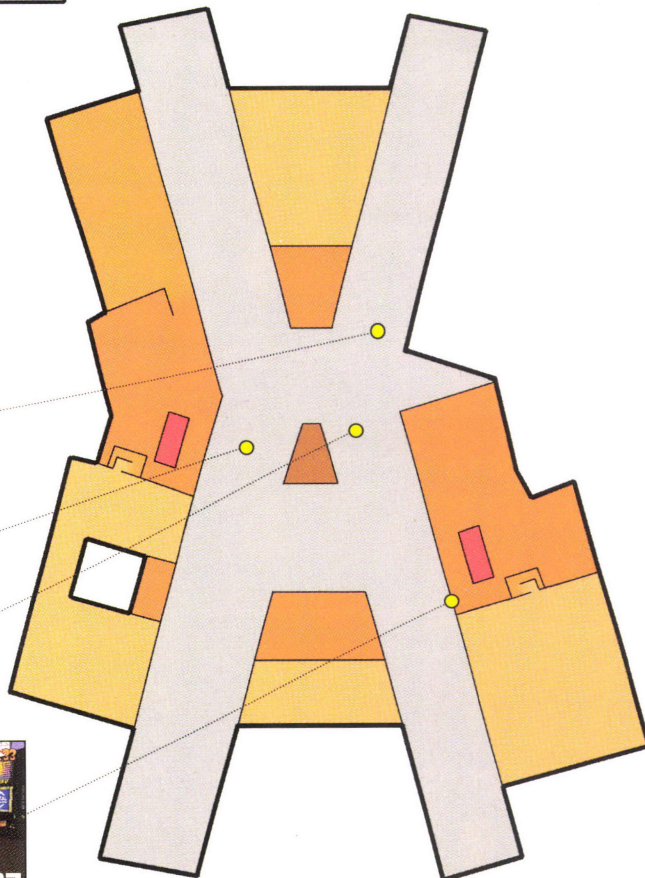




BANTAM STREET



GRIND SQUARE



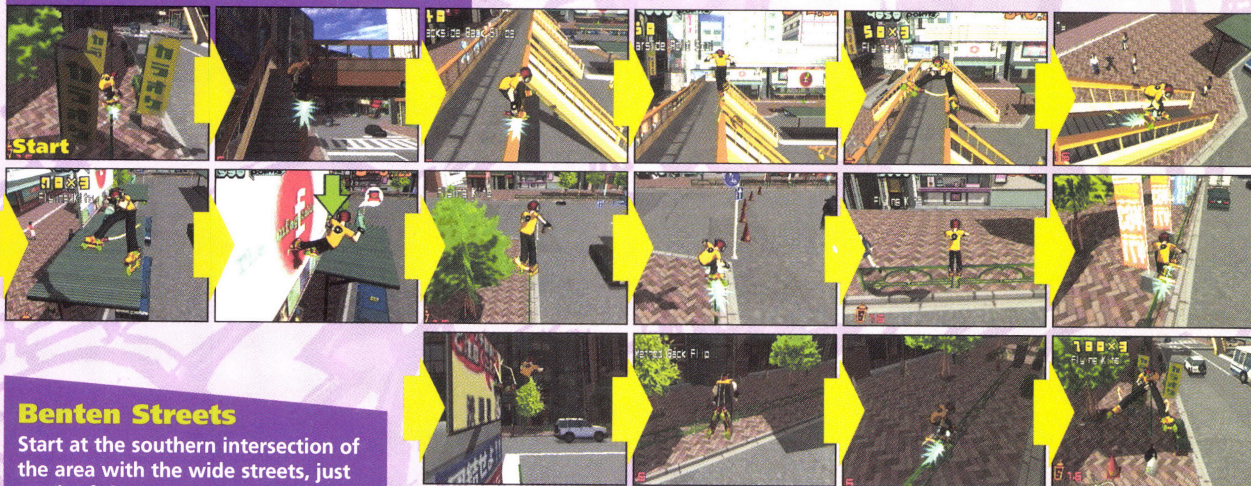


INFINITE TRICKS

Here are step-by-step screens following routes in some of the areas of the game where you can perform infinite tricks. It will take some practice to be able to follow these perfectly without falling, so don't get discouraged! The grinds required in many of these are quite long, so you may have to hop along a grind from time to time to maintain enough speed.

Shibuya Bus Terminal

Start at the southern end of the bus terminal.



Benten Streets

Start at the southern intersection of the area with the wide streets, just north of the train tracks.



Kogane Sewer

Start at the northern side of the water pool in the sewer.



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- GameFan



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- Use more than 400 dungeon components
- 68 character choices; each present 16 special abilities
- **Anime Maker** tool lets players create & animate characters from scratch

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-PSM - 100% Independent PlayStation Magazine

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by Ara Shirinian

TimeSplitters is the first game from Free Radical, a development studio that includes several ex-members of the team that created *GoldenEye 007* at Rare. The game's most distinguishing quality is that it's primarily intended to be a multiplayer game. Even the one-player story mode takes a back seat. However, *TimeSplitters*' coolest feature is the MapMaker mode. This is the first time a level editor this robust has been available for a console game of this genre, so we'll focus here on some cool ideas you may not have thought of for your own level designs.

STORY MODE GAME PROGRESSION

There are nine missions in total in Story Mode. Initially, only the first three will be available. The chart below details how subsequent missions become unlocked:

Complete all these missions on EASY difficulty...

1935 Tomb, 1970 Chinese, 2005 Cyberden
1950 Village, 1985 Chemical Plant, 2020 Planet X
1965 Mansion, 2000 Docks, 2035 Spaceways

To unlock these...

1950 Village, 1985 Chemical Plant, 2020 Planet X
1965 Mansion, 2000 Docks, 2035 Spaceways
Ending Credits, Challenge Mode

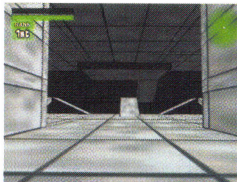
MAPMAKER

It's fun to just slap some map pieces together and have at it with your friends. However, it can make for some really interesting gameplay if you strategically plan your custom levels. Here we'll show you some neat designs that you can try out yourself.

TILE SET DIFFERENCES

The Tile Set you select within the "Map Settings" menu (Alien, Spaceport, Virtual, Industrial or Gothic) not only determines the texture and color of your environment, it also affects the shape of some of the tiles as well, so it's not just a cosmetic adjustment! This difference is most apparent when you use the largest room tile. In each Tile Set, this enormous room will have a totally different topology!

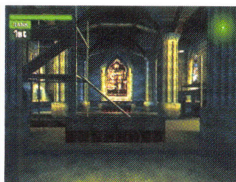
Here is what the big room looks like with different Tile Sets:



Virtual



Industrial



Gothic



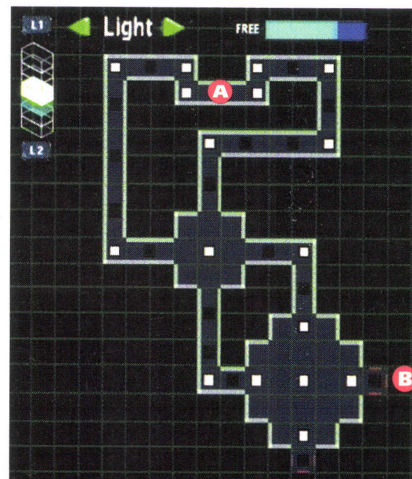
Alien



Spaceport

BLACK LIGHTS

You can configure lights in a few interesting ways that aren't readily obvious. For example, if you turn off a light, it will make the surrounding area dark, but there will still be some ambient light and you'll still be able to see. However, if you turn on a light and assign it the color black, it will make everything in the surrounding area black. You won't be able to see the walls or even other characters! A neat configuration to try is to create a series of short corridors and corners with black lights on all the corridors and bright lights only at the corners (A). You may be able to see the silhouette of your opponents as you move through these sections, but otherwise it will be totally pitch black. You can also create nice hiding spots where no opponent can see you by placing a black light in key corners (B).



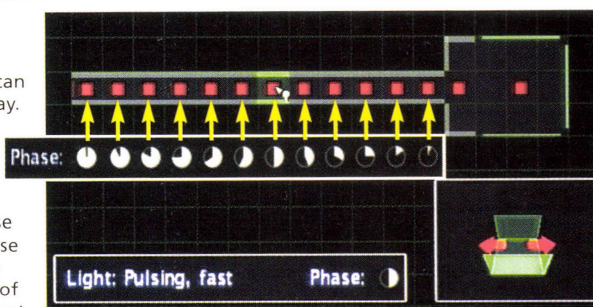
MOVING LIGHTS

By configuring the phase of flashing lights in a specific way, you can create the illusion that the lights are moving up or down a hallway. It looks really cool, but it can be quite distracting. To set it up, create a hallway made up of segments only one unit wide. This is important because the one-unit segments will allow for the most number of lights in the smallest space. Next, assign to each light the same color (we used red). Finally, assign a different phase sequentially to each light so that the difference between the phase of adjacent lights is only one. This is the key step that creates the



illusion of movement.

It's also possible to get real fancy with the ordering of phases to make it appear as though some lights are moving in one direction and others are moving in the opposite direction. The type of light you use will change the effect slightly, although it's most dramatic when you use Switching, fast lights. Flickering will make the movement erratic and Pulsing will make the movement smooth.

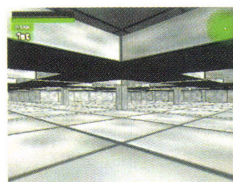


LARGE ROOMS

No tiles exist to make just plain large rooms. However, you can use this type of tile to get as close to it as possible. You can join groups of this tile together to make rooms of arbitrarily large size. Even though this tile has two floors, you need not use both of them.

Unfortunately, no matter which Tile Set you use, there will be some kind of pillar or object either within or between tiles. However, the Virtual Tile Set will provide the minimum number of obstructions, and the Industrial and Alien Tile Sets will only create pillars along the horizontal axis.

Here is what the level looks like with each Tile Set:



Virtual



Industrial



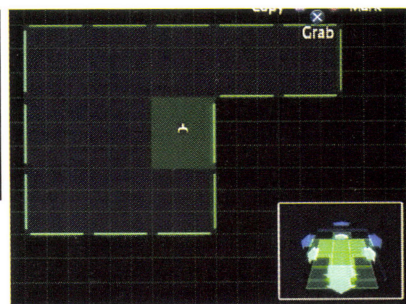
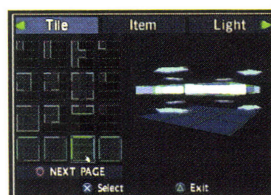
Gothic



Alien

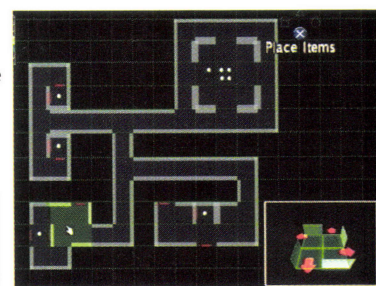


Spaceport



PLACES FOR HIDING

Another way to build interesting shapes in your map is to select a tile that's two or three units wide, then build paths going partially around those main structures using one square unit wide tiles. Using this strategy, you can make different kinds of small areas and dead-ends for players to hide in. If you put some weapons or items at these dead ends, players can hide there and wait for opponents to come to them.



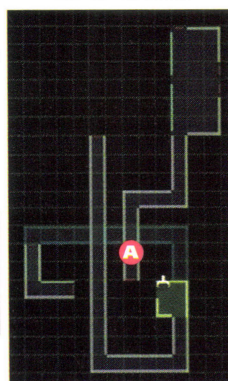
MULTI-FLOOR DESIGNS



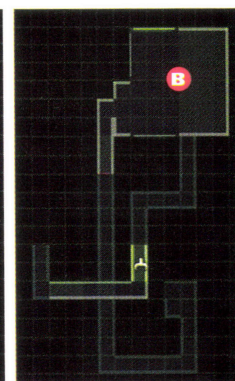
There are only eight tiles that occupy two floors in height, but even with those it's possible to create some unique 3-D levels. Because of the 2-D MapMaker interface, it's slightly more difficult to create designs that take up multiple floors. There are three major elements that can be introduced when you add multiple floors to your designs. First, you can create more complex patterns in your level where corridors go over and under each other (A). Second, you can create situations where players on different floors can exchange fire (B). Finally, you can create paths that transition between floors by a sudden drop, so that a player can move from the upper floor to the lower floor freely, but a player coming from the opposite side on the lower floor will be at a dead-end (C)! You can do this with the large pieces as well as the smaller ones.



1st Floor



2nd Floor



3rd Floor



"EXTRA" CHARACTERS



With a time-release system at the arcade—or by unlocking them in Secret Mode in the Dreamcast version—you will be able to select an extra version of most characters by holding the START button down when you choose your fighter. The "extra" editions of certain characters have additional special and standard moves, while others have certain special moves omitted. Each character has an EX version except for Morrigan, Evil Ryu, Ryu, Akuma, Iori, Orochi Iori and Nakoruru. (Orochi Iori and Evil Ryu are the extra versions of Ryu and Iori.)

CHARACTERS

Listed on the following pages are special moves and techniques used with the SNK characters, as well as the five hidden characters.

KING RATIO 1

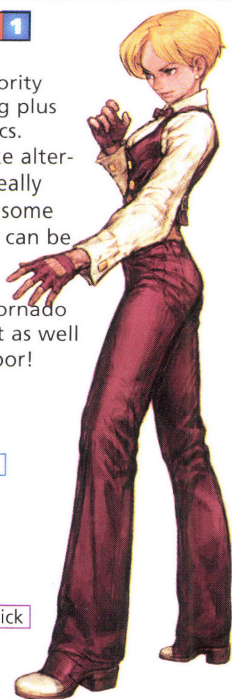
Don't let King's Ratio 1 priority fool you; she has excellent timing plus great traps and mind-game tactics. King's double/single Venom Strike alternated with a Tornado Kick will really confuse your opponent. She has some volatile juggling techniques that can be used in the corner as well. Try a Tornado Kick into the Tornado Knee—or Dragon Shoot into a Tornado Knee—to impress your opponent as well as knocking him or her to the floor!

Special Moves

Venom Strike—↓ ↘ → + Kick
Double Strike—↓ ↘ → ↓ ↘ → + Kick
Surprise Rose—→ ↓ ↘ + Kick
Trap Shot—← ↓ ↘ + Kick
Tornado Kick—→ ↘ ↓ ↘ ← + Kick

Super Moves

Illusion Dance—↓ ↘ → ↓ ↘ ↘ ← + Kick
Silent Flash—↓ ↘ ↘ ↘ ↘ ← + Kick



BASIC MOVES

Roll—Light Punch + Light Kick simultaneously

Super Meter Charge (SNK Groove only)—Hard Punch + Hard Kick simultaneously

Throw—← or → + Fierce Punch or Hard Kick when close to your opponent

Tech Throw—← or → + Fierce Punch or Hard Kick when your opponent attempts to throw you.

Quick Jump—↓ ↗ or ↓ ↘

Dashing—← ← or → →

RATIOS

- 1 Weak Offense, Weak Defense
- 2 Average Offense, Average Defense
- 3 Strong Offense, Strong Defense
- 4 Strongest Offense, Strongest Defense

VICE RATIO 1

Winona Ryder...er, I mean Vice is one of the newer characters to appear in the SNK series of games.

She has the ability to catch you off guard with her surprise special throws and Super Moves that can grab the opponent out of almost anything. Vice's main grab technique does incredible damage for a Ratio 1 character, and her sweeping Hard Kick has good priority against most characters who try to sweep it or play the "foot-sies" game. Her Air Grab is not as good as Zangief's Aerial Russian Slam, but it does the job nonetheless. A crouching Hard Punch can foil almost any enemy attack, including Blanka's jumping Hard Kick!



Special Moves

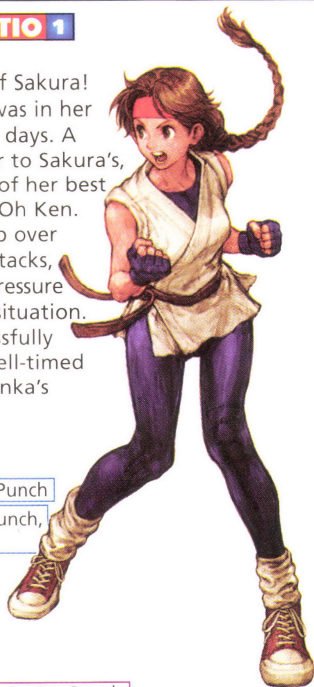
Nail Bomb—← ↘ ↓ ↘ → + Punch
Gore Fest—→ ↘ ↓ ↘ ↘ ← + Punch
Da Cide—← ↘ ↓ ↘ → + Kick
Outrage/Rave Fest—↓ ↘ ↘ ← + Kick (can also be done in air)
Tranquility—→ ↓ ↘ + Kick

Super Moves

Negative Gain—→ ↘ ↘ ↘ ↘ ↘ ← + Kick
Withering Force—↓ ↘ → ↓ ↘ → + Punch

★ YURI RATIO 1

The second coming of Sakura! Yuri is still as good as she was in her old-school *King of Fighters* days. A lot of her moves are similar to Sakura's, with the exception of one of her best "up close" moves: The Rai Oh Ken. Not only will this move hop over most attempted ground attacks, but it also will put on the pressure when you're in a "brawl" situation. The only moves that successfully stop the Rai Oh Ken are well-timed upward attacks such as Blanka's Upward Roll.



Special Moves

Tiger Flame Punch—↓ ↘ → + Punch

Yuri Super Upper—→ ↓ ↘ + Punch, then → ↓ ↘ + Hard Punch

Rai Oh Ken—↓ ↘ → + Kick

The 100 Blows—→ ↘ ↓ ↘ + Kick

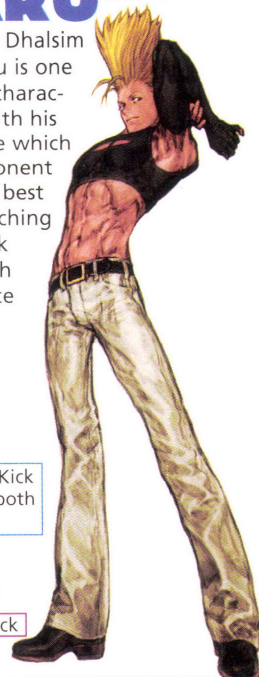
Super Moves

Haoh Sho Koh Ken—→ ← ↘ ↓ ↘ + Punch

Scalding Steam Blast—↓ ↘ → ↓ ↘ + Punch

★ BENIMARU RATIO 1

While somewhat similar to Dhalsim because of his Air Drill, Benimaru is one of the most underrated Ratio 1 characters; he will surprise everyone with his Shinku Katategoma special move which can ultimately destroy your opponent with block damage. Benimaru is best used aggressively. Constant crouching Light Punches into the Laido Kick will put on the pressure and push you back to a safe set-up distance once again.



Special Moves

Lightning Fist—↓ ↘ → + Punch (charge by pressing Hard Punch)

Laido Kick—↓ ↘ → + Kick

Shinku Katategoma—→ ↘ ↓ ↘ ← + Kick (Stop by pressing both Punches and both Kick buttons simultaneously)

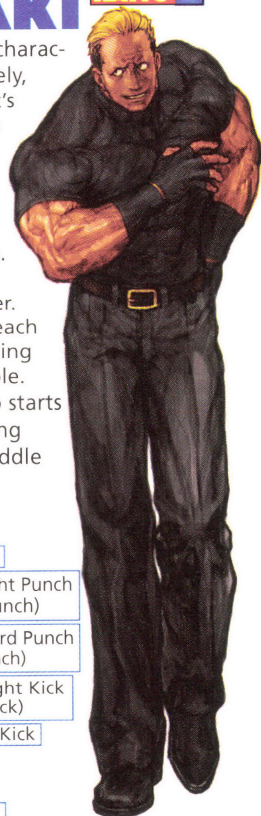
Super Moves

Blast Flash—↓ ↘ → ↓ ↘ → + Punch

Discharge Spark—↓ ↘ ← ↘ ↘ ← + Kick

★ YAMAZAKI RATIO 3

One of the most difficult characters in the game to use effectively, Yamazaki is definitely an expert's character of choice. Yamazaki is very slow for a Ratio 3 fighter, but don't let that fool you. His strength is unmatched; all he needs to do is get one opening to perform his Drill Super Move. Yamazaki is also best used as a counter and distancing character. Use his standing Hard Kick to reach characters from a distance, inching close to them as much as possible. Yamazaki's best jump-in Combo starts with Hard Punch, then a standing Hard Punch followed by the Middle Serpent Slash.



Special Moves

Hydra's Judgment—→ ↓ ↘ + Punch

Serpent Slash (Upper)—↓ ↘ ← + Light Punch (can be charged by holding Light Punch)

Serpent Slash (Middle)—↓ ↘ ← + Hard Punch (can be charged by holding Hard Punch)

Serpent Slash (Lower)—↓ ↘ ← + Light Kick (can be charged by holding Light Kick)

Taunt and Counter—← ↘ ↓ ↘ → + Kick

Double Return—↓ ↘ → + Punch

Poison Tentacles—← ↘ ↓ + Punch

Flight of Tempering—→ ↓ ↘ + Kick

Super Moves

Guillotine—→ ← ↘ ↓ ↘ → + Punch

Drill—Rotate the D-pad or stick 360° + Punch (press any Punch button repeatedly for extra hits)

★ RAIDEN RATIO 2

No, this is not *Mortal Kombat*...nor is it a Seibu Kaihatsu arcade shooter. Raiden hails from the *Fatal Fury* series and is headed right for the crown of number-one grappler in *Capcom vs. SNK* (currently held by the Russian Bear, Zangief). Raiden is a bit quicker than 'Gief, only because his Drop Kick is an instantaneous charge move that is executed by holding down one of the Kick buttons while playing. This move alone can change the distancing tactics that Raiden uses against most of his opponents. The Drop Kick can bring him from one end of the screen to the other end faster than any roll or Quick Jump ever could. Get close and utilize the Zangief wanna-be crouching Light Kick into a Thunder Crush Bomb (along with repeated Poison Spray attacks) when your opponent is in the corner.



Special Moves

Giant Bomb—Hold ← for two seconds, → + Punch

Poison Spray—→ ↘ ↓ ↘ ← + Punch

Super Drop Kick—Hold any Kick button, release

Thunder Crush Bomb—Rotate the D-pad or stick 360° + Kick

Raiden Combination Body Blow—← ↘ ↓ + Punch, then ↓ ↘ ← + Kick, or ↓ ↘ ← + Punch

Super Moves

Destruction Drop—Rotate the D-pad or stick 720° + Kick

Flame Breath—← ↘ ↓ ↘ → ← ↘ ↓ ↘ → + Punch



KIM KAPHWAN RATIO 2

The *Art of Fighting* specialist makes a case for being one of the best all-around characters in the game. Kim's constant attacking from above (with the quick-striking Flying Kick) and his effective defense (the Flying Slice) combine to make him an amazing multi-threat character.

Special Moves

Crescent Moon Slice—↓ ↘ ↙ + Kick

Flying Kick (in air)—↓ ↘ ↙ + Kick

Flying Slice—Charge ↓ for two seconds, then ↑ + Kick

Spirit of Conquest Kick—↓ ↓ + Kick

Super Moves

Phoenix Flattener—↓ ↘ ↙ ↓ ↘ ↙ + Kick

Super Phoenix Kick (in air)—↓ ↘ ↙ ↓ ↘ ↙ + Kick



IORI RATIO 2

Iori may be one of the top three or four characters in the game. His "roll" maneuver—which is actually more of a dodge technique—is extremely quick, and can be used to set up two crouching Short Kicks into three Deadly Flower attacks. This is similar to the *Street Fighter* series' Fei Long and Rolento in the sense that both characters have special moves that hit three times in succession. Iori's Dark Thrust has excellent reaction time...and his Super Moves are even more effective, crippling the opponent into an instant stun followed by an easy three-hit Deadly Flower.

Special Moves

Fireball—↓ ↘ ↙ + Punch

Dark Thrust—→ ↓ ↘ + Punch

Deadly Flower—↓ ↘ ↙ + Punch (can be performed up to three times consecutively)

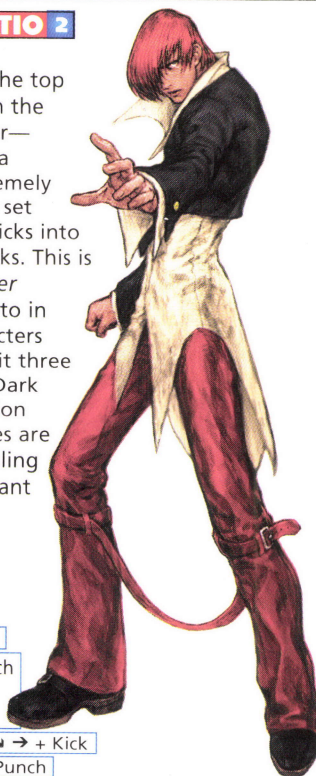
Dark Crescent Slice—← ↘ ↙ ↓ ↘ ↙ + Kick

Dust Gale—→ ↘ ↙ ↓ ↘ ↙ + Punch

Super Moves

One for the Road Blast—↓ ↘ ↙ ↓ ↘ ↙ + Punch (can also be charged)

Maiden Masher—↓ ↘ ↙ ↓ ↘ ↙ + Punch



RYO RATIO 2

Though some say he is the prototype for the underachieving Dan in the *Street Fighter* series, Ryo is still a very good old-school *Art of Fighting* Character. He has a projectile that's considered to be effective—only because it is very slow—and a Koho uppercut that has more priority than that of anyone else in the game except Morrigan. His crouching Hard Punch is effective for taking out almost all jumpers and can be used to set up your opponent after a Lightning Legs Knockout Kick with Light Kick; a very effective *Art of Fighting* tactic that SNK enthusiasts appreciate!



Special Moves

Tiger Flame Punch (can also be done in air)—↓ ↘ ↙ + Punch

Koho—→ ↓ ↘ + Punch

Lightning Legs Knockout Kick—Charge ↘ for two seconds, → + Kick

Zan Retsu Ken—→ ← ↘ + Punch

Super Moves

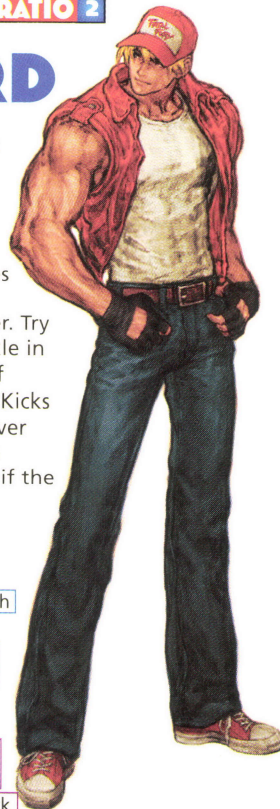
Haoh Sho Koh Ken—→ ← ↘ ↓ ↘ ↙ + Punch

Ryuku Ranbo—↓ ↘ ↙ ↓ ↘ ↙ + Punch



TERRY BOGARD RATIO 2

The *Fatal Fury* spokesman is back to whoop some Capcom butt! The typical Terry player will try to get close with a crouching Fierce Punch followed by the Crack Shot, then use the Burning Knuckles to stay at a safe distance and sweep for an effective counter. Try performing Terry's Rising Tackle in the corner after a Buster Wolf Super Move. Crouching Light Kicks have good maneuverability over certain moves and can always chain together a Super Move if the opponent forgets to block!



Special Moves

Power Wave—↓ ↘ ↙ + Punch

Burning Knuckles—↓ ↘ ↙ + Punch

Crack Shot—↓ ↘ ↙ + Kick

Rising Tackle—Charge ↓ for two seconds, then ↑ + Punch

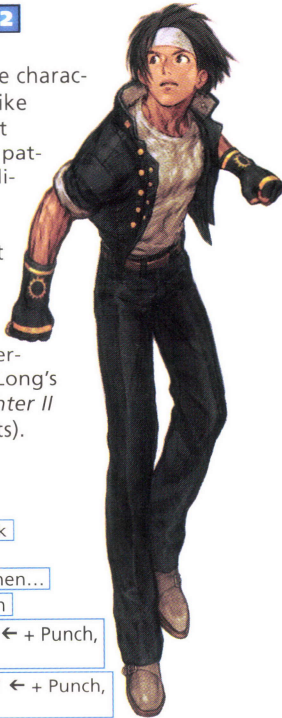
Super Moves

Power Geyser—↓ ↘ ↙ ↓ ↘ ↙ + Punch

Buster Wolf—↓ ↘ ↙ ↓ ↘ ↙ + Kick

KYO RATIO 2

Kyo is not a very intricate character. His style is tried-and-true like most fighting game stars, right down to the fireball/uppercut patterns that have become so rudimentary over the years. What does set Kyo apart from most of his *shoto*-like cousins is that he has a few different moves—including his R.E.D. Kick allows him to move closer to the opponent over certain projectiles (similar to Fei Long's Triple Kick in *Super Street Fighter II Turbo* without all the extra hits).



Special Moves

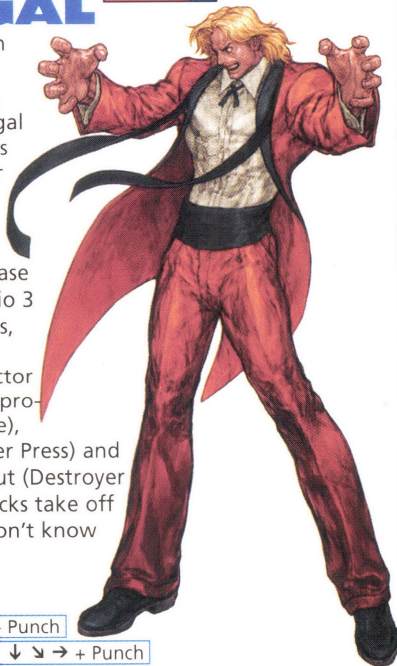
- Fire Ball—→ ↓ ↘ + Punch
- Crescent Slash—→ ↓ ↘ ↙ ← + Kick
- R.E.D. Kick—← ↓ ↙ + Kick
- Wicked Chew—→ ↓ ↘ + Punch, then...
- Nine Scars Maker—↓ ↘ ↘ + Punch
- Rusting Eight Combos—→ ↓ ↘ ↙ ← + Punch, any Punch button
- Seven Hurting Combos—→ ↓ ↘ ↙ ← + Punch, any Kick button

Super Moves

- Serpent Wave—↓ ↘ ↙ ↘ ↓ ↘ ↘ + Punch (can also be charged)
- Final Showdown—↓ ↘ ↘ ↘ ↘ ↘ + Punch

RUGAL RATIO 3

The man with the panther is the king of comebacks, hands down. A Rugal expert who chooses SNK Mode as his or her "Groove" of choice will surely give you plenty of trouble. As is the case with the other Ratio 3 SNK boss characters, Rugal is relatively slow...until you factor in his panther-like projectile (Kaiser Wave), dashing grab (Super Press) and devil of an uppercut (Destroyer Cutter). These attacks take off so damage, you won't know what hit you!



Special Moves

- Wind Slice—↓ ↘ ↘ + Punch
- Kaiser Wave—→ ← ↙ ↓ ↘ + Punch
- Super Press—→ ↓ ↘ ↙ ← + Punch
- Dark Barrier—→ ↓ ↘ ↙ ← + Kick
- Destroyer Cutter—→ ↓ ↘ + Kick

Super Moves

- Gigantic Pressure—↓ ↘ ↘ ↘ ↓ ↘ ↘ + Punch
- Total Annihilation—↓ ↘ ↘ ↘ ↘ ↘ + Kick

MAI RATIO 2

Not only is Mai a force to be reckoned with because of her ultra speed and quick moves, but she's always had a legion of fans who are attracted to her—uh—"bouncy" animation. Mai can only do a combo off of a jump-in Hard Punch + ducking Hard Punch + Ryu En Bu if you are holding Down on the joystick the entire time. Also: To catch your opponent by surprise, perform an early jump-in Hard Punch; it can "two-in-one" into a Crimson Firebird Diver for a decent amount of damage.



Special Moves

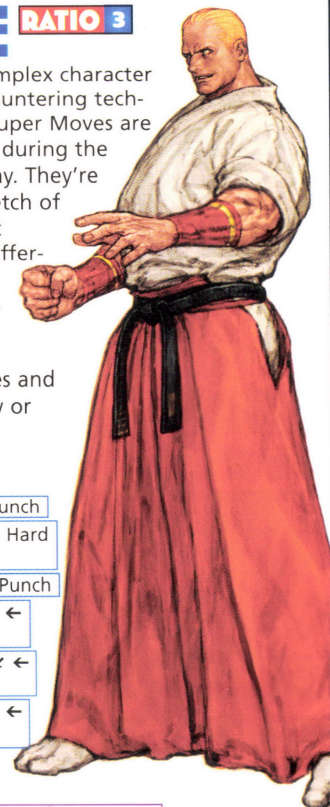
- Kacho Sen—↓ ↘ ↘ + Punch
- Ryu En Bu—↓ ↘ ↙ ← + Punch
- Flying Squirrel Dance (in air)—↓ ↘ ↙ ← + Punch
- Flying Squirrel Dance Wall Dive—Charge ↓ for two seconds, then ↑ + Punch
- Deadly Ninja Bees—← ↙ ↓ ↘ ↘ + Kick

Super Moves

- Super Deadly Ninja Bees—↓ ↘ ↙ ↘ ↓ ↘ ↘ + Kick
- Crimson Firebird Diver—↓ ↘ ↙ ↘ ↘ ↘ + Punch

GEESE RATIO 3

Geese is another complex character to use. Not only are his countering techniques effective, but his Super Moves are difficult to pull off at will during the course of normal gameplay. They're not impossible by any stretch of the imagination; just a bit harder to pull off...and different from anyone else's Super Moves in the game. Each of Geese's "Body Blows" is fashioned after Yamazaki's Serpent Slashes and can be aimed at high, low or middle offensive attacks.



Special Moves

- Wind Slice—↓ ↘ ↘ + Light Punch
- Double Wind Slice—↓ ↘ ↘ + Hard Punch
- Gale Slash (in air)—↓ ↘ ↙ ← + Punch
- Upper Body Blow—→ ↓ ↘ ↙ ← + Light Punch
- Middle Body Blow—→ ↓ ↘ ↙ ← + Hard Punch
- Lower Body Blow—→ ↓ ↘ ↙ ← + Light Kick

Super Moves

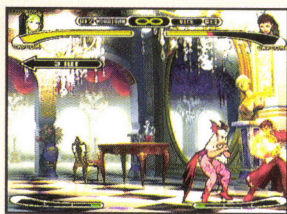
- Raising Storm—↙ ↘ ↘ ↘ ↘ ↘ ↘ + Punch
- Deadly Rave (can only be done at Level 3 of Capcom groove or MAX in SNK Groove)—→ ↓ ↘ ↙ ↘ ↘ ↘ + Light Kick, Light Punch, Light Punch, Light Kick, Light Kick, Hard Punch, Hard Punch, Hard Kick, Hard Kick, ↓ ↘ ↙ ← + Hard Punch



HIDDEN CHARACTERS

MORRIGAN

RATIO 2



Capcom—*Darkstalkers* series

Special Moves

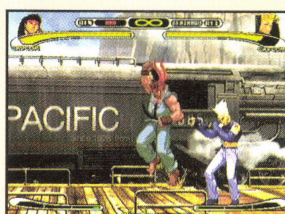
- Soul Fist (can also be done in air)—↓ ↘ → + Punch
- Shadow Blade—→ ↓ ↘ + Punch
- Vector Train—→ ↘ ↓ ↘ ← + Punch
- Shell Fist (in air)—↓ + Kick

Super Moves

- Cardinal Blade—→ ↘ ↓ ↘ ← + Kick, Kick
- Darkness Illusion—↓ ↘ → ↓ ↘ + Punch
- Valkyrie Turn—Light Punch, Light Punch, →, Light Kick, Hard Punch

EVIL RYU

RATIO 4



Capcom—*Street Fighter* series

Special Moves

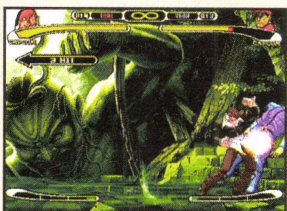
- Hadoken—↓ ↘ → + Punch
- Red Hadoken—← ← ↓ ↘ → + Punch
- Shouryuken—→ ↓ ↘ + Punch
- Hurricane Kick (can also be done in air)—↓ ↘ ← + Kick
- Teleport—→ ↓ ↘ or ← ← ↓ ↘ + both Punch or Kick buttons simultaneously

Super Moves

- Shinkuu Hadoken—→ ↘ ↓ ↘ ← ↘ ↓ ↘ ← + Punch
- Shin Shouryuken—↓ ↘ → ↓ ↘ + Punch
- Raging Demon—Light Punch, Light Punch, →, Light Kick, Hard Punch

OROCHI IORI

RATIO 4



SNK—*King of Fighters* series

Special Moves

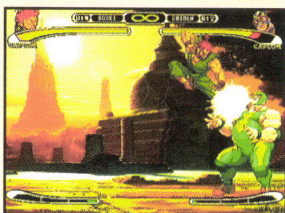
- Fireball—↓ ↘ → + Punch
- Dark Thrust—→ ↓ ↘ + Punch
- Deadly Flower—↓ ↘ ← + Punch (can be performed up to three times consecutively)
- Dark Crescent Slice—← ← ↓ ↘ → + Kick

Super Moves

- Maiden Masher—↓ ↘ → ↘ ↓ ↘ ← + Punch
- 100 Flaming Fists—↓ ↘ → ↓ ↘ + Punch

AKUMA

RATIO 4



Capcom—*Street Fighter* series

Special Moves

- Dive Kick—↓ + Hard Kick (at the top of Akuma's jump)
- Hadoken (can also be done in air)—↓ ↘ → + Punch
- Shouryuken—→ ↓ ↘ + Punch
- Hurricane Kick (can also be done in air)—↓ ↘ ← + Kick
- Red Hadoken—← ← ↓ ↘ → + Punch
- Teleport—→ ↓ ↘ or ← ← ↓ ↘ + both Punch or Kick buttons simultaneously

Super Moves

- Shinkuu Hadoken—→ ↘ ↓ ↘ ← ↘ ↓ ↘ ← + Punch
- Shin Shouryuken—↓ ↘ → ↓ ↘ + Punch
- Raging Demon—Light Punch, Light Punch, →, Light Kick, Hard Punch
- Gou Hadoken (in air only)—↓ ↘ → ↓ ↘ + Punch

NAKORURU

RATIO 2



SNK—*Samurai Shodown* series

Special Moves

- Annemusube—← ← ↓ + Punch
- Reramutsube—↓ ↘ → + Punch
- Amubeyatorol—→ ↘ ↓ ↘ ← + Punch
- Shichikabuetol—→ ↘ ↓ ↘ ← + Kick
- Grab Mamahaha—↓ ↘ ← + Kick
- Grab Mamahaha Attack—any Punch or Kick button except Hard Kick
- Get off Mamahaha—Hard Kick
- Shichikabua (in air)—↓ ↘ → + Punch
- Kamuimutsube (in air)—↓ ↘ ← + Punch

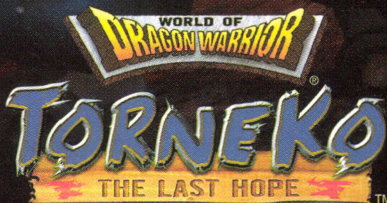
Super Moves

- Shichikamuiirushika—→ ↘ ↓ ↘ ← ↘ ↓ ↘ ← + Punch
- Shirikorokamuiinomi (can only be done at Level 3 of Capcom groove or MAX in SNK Groove)—↓ ↘ → ↓ ↘ → + Kick

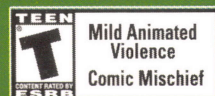


A classic battle of eat or be eaten.

Torneko is hungry. But so are the monsters. With character and monster design by Akira Toriyama, *Torneko: The Last Hope* is an addictive RPG-style adventure with a twist! You'll sweat bullets trying to survive the *Dragon Warrior* monsters coming at you in an ever-changing labyrinth of dungeons. But if you get Torneko his food, you just might make it out alive!



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SELECT GAMES

Hey, you—listen up! This isn't your typical

"review/preview" section.

The purpose of *Select Games* is to show you a bunch of games that are out there—or are coming out soon—so YOU can decide which ones you'd like us to cover with in-depth strategy guides in future issues! See that postcard that's stuck between pages 82 and 83? Rip it out and write down the names of the games you're interested in. Drop it in a mailbox; we'll total up the responses and give you the kind of coverage you asked for!



Pick it!

The elite "TIPS & TRICKS Pick" is given to those select few games that are highly recommended by the T&T staff after we've tested them thoroughly. Many hot games that are previewed here are not eligible for the pick until they are considered "reviewable" by the publisher, which means they're finished or nearly finished. Pay special attention to the picks; these are our favorites!



Watch for it!

Games with the *Super Import* symbol were only available in Japan at press time. Be on the lookout for a possible American release sometime in the near future!



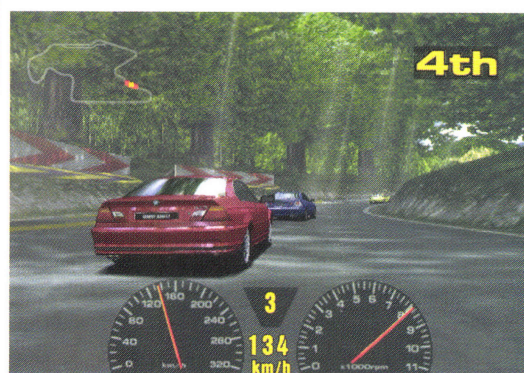
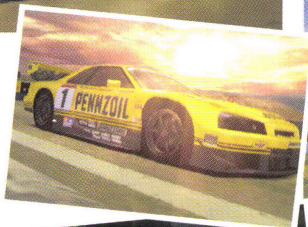
GRAN TURISMO 3

Sony • 1st Quarter 2001 • 1-2 Players



The Playstation 2 upgrade of Sony's marquee racing series *Gran Turismo* is, without a doubt, the most anticipated title for the new system. Since we last checked, the game has been renamed from *Gran Turismo 2000* to *Gran Turismo 3*, obviously to avoid confusion when it's finally released in the early part of 2001 (hopefully no later!). The game has gone through some big changes since its presentation as a simple hardware demo when the Playstation 2 was first revealed to the gaming press. In fact, *Gran Turismo 3* looks so stunning that we would be hard-pressed to name a better-looking Playstation 2 game at this point. The real-time reflections off of the body of a car as it cruises around the course can only be described as beautiful. The replay mode alone will have the directors of those pretentious Lexus and BMW car commercials going into jealous conniptions!

So detailed are the graphics that you can even detect subtle heat waves rising from the hoods of cars and from the pavement. Too cool! Each car is made up of anywhere between 3,000 to 5,000 polygons in *Gran Turismo 3*, whereas the cars in *Gran Turismo 2* for the Playstation 2 were made of about 300 polygons. Each car model took the development team about two weeks to complete (compared to the one afternoon it took to create a car in *Gran Turismo 2*). All of these incredible details do have a cost, however; there will only be about 150 cars in *GT3* instead of the 588 cars found in *GT2*. Two extra tracks will be added to make up for the loss: Tokyo and Monte Carlo. Another difference that players will notice is the marked improvement of the Artificial Intelligence of the computer-controlled cars. The creator of the *Gran Turismo* series, Kazunori Yamauchi, claims that his team perfected the physics of the way a car moves by the time they finished *GT2* (see *Japan Report*, August). This has allowed them the luxury to concentrate on how a driver will react during a race in *GT3*. Drivers will actually get mad if you cut them off during a race and will actually target you until the finish line. In addition to the regular two-player mode, *Gran Turismo 3* will also support the iLink cable so players can go head-to-head on two separate monitors. All we gotta say is that Sony better have more Playstation 2s available by the time *Gran Turismo 3* hits the stores or else there will be some serious rioting by gamers everywhere!



PS2

TWISTED METAL: BLACK

TIPS & TRICKS PICK!

Sony • 1st Quarter 2001 • 1-4 Players



Sweet Tooth and his deranged cohorts are ready to throw you right back into the straightjacket with *Twisted Metal: Black* for the PlayStation 2. Most fans of the *Twisted Metal* series will tell you that the first two games were the best. And that's no surprise since the original developers left Sony after *Twisted Metal 2* and the series was continued by a different team. By popular demand, Sony has enlisted the original team behind *Twisted Metal* and *Twisted Metal 2* to create the most disturbing game of the series for the amped-up PlayStation 2. The team describes the game as a cross between *Silence of the Lambs*, *Seven* and *Jacob's Ladder*. Now those

are some mighty disturbin' movies! At the core of the game, however, is pure destruction and mayhem. With the PlayStation 2's incredible processing power, *Twisted Metal: Black* will feature giant environments with tons of interactive objects which will allow players to come up with a wide array of choices for creative demolition. A video of *Twisted Metal: Black* was recently shown at a press-only event held by Sony. The video had people roaring and cheering, but when a clip of Sweet Tooth's van transforming into a giant Sweet Tooth robot was shown, the room went nuts. It was clear that the real *Twisted Metal* is back and it's going to be bigger than ever.



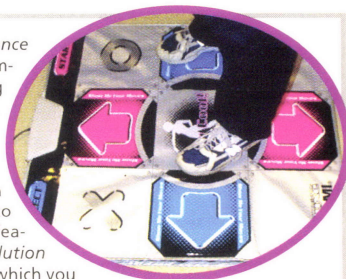
DANCE DANCE REVOLUTION

TIPS & TRICKS PICK!

Konami • January • 1-2 Players



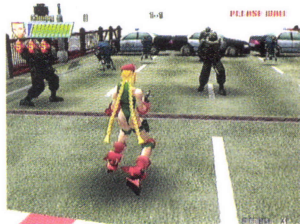
No, you are not dreaming! *Dance Dance Revolution* is finally coming straight into your living room! The dancing game that is heating up arcades across the nation will be available for the PlayStation soon after New Year's so you can boogie down for 2001. Several games in the *Dance Dance Revolution* series have already been available for the PlayStation in Japan since March of last year. The U.S. edition will contain 30 to 35 selected songs from different versions of the game and will feature the same layout and mode selections as *Dance Dance Revolution 3rd Mix*. Konami will also release a special dancing mat controller which you can place on the floor. The mat has four directional buttons which correspond with the four arrows on the screen. Each time an arrow is lit up from the upward scrolling directional moves, you must step on the correct button in rhythm with the music. Hopefully, no one lives under your apartment! A special "Work Out" mode will also be available in which you play the game normally, but a special counter tells you how many calories you've burned. Now you can do your step-aerobics at home! If *Dance Dance Revolution* proves to be successful in the U.S., you can bet more games from the Bemani music game series like *Guitar Freaks* and *BeatMania* will come our way.



CANNON SPIKE

Capcom • Available Now • 1-2 Players

Cannon Spike was developed by Capcom along with Psikyo, a company known for its shoot-'em-up games. *Cannon Spike* has been seen in a small number of arcades earlier this year, but it didn't receive widespread distribution here in the U.S. The Dreamcast version, however, should delight Capcom fans everywhere with its inclusion of memorable characters from various Capcom games. *Cannon Spike* is a simple 3-D shooting game in which players confront multiple enemies and menacing level bosses. Players can choose between Cammy and Charlie from *Street Fighter*, Arthur from *Ghosts 'n Goblins*, B.B. Hood from *Darkstalkers* and even Mega Man! New *Cannon Spike*-exclusive characters are also included like Shiva, a snowboarding champion, and Simone, an expert in fencing. Each character is equipped with hover boots so they can shift easily to avoid enemy fire. Two players can team up in an all-out cooperative battle. There's nothing terribly complex about this game; nevertheless, *Cannon Spike* is a fun little romp on the Dreamcast.





WWF: NO MERCY

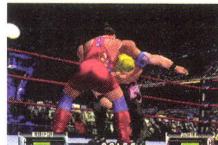
THQ • Available Now • 1-4 Players



You will only get to face me at WrestleMania, if you're the last one standing in the ring at the Royal Rumble!



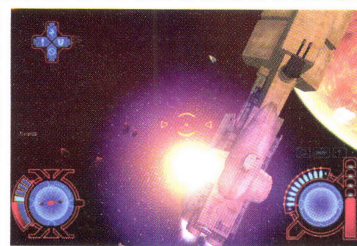
Are you ready to take on the whole Federation? *WWF: No Mercy* makes its way to the N64 as THQ and Aki's tag-team follow-up to *WWF: WrestleMania 2000*. If you played *WCW/NWO Thunder* or *WWF: WrestleMania 2000*, you should have no problem jumping right into the ring and taking advantage of the intuitive controls. All the stuff that made Aki's wrestling games the pinnacle on the N64 returns in full-force, including the somewhat tongue-in-cheek attitude of wrestling goofiness. Sixty-five of WWF's Superstars await and by popular demand, each one features their own introduction music. Many new features are added to *WWF: No Mercy*, making this the ultimate Vince McMahon love-fest. Tag Team wrestling now features double team moves like the Dudley 3D Drop. You can also take the action backstage in true WWF-style, where sometimes the drama is better than in the ring! An all-new Ladder Matches mode allows you the challenge to witness how far your wrestler can go. The game also gives you the freedom to create your own wrestler or customize a Pay-Per-View event. Even non-wrestling fans who can't smell what The Rock is cookin' will appreciate the excitement of the roaring crowds and rope-side acrobatics. *WWF: No Mercy* is what you need!



STAR WARS STARFIGHTER

LucasArts • December • 1-2 Players

Star Wars Starfighter is another game that demonstrates the graphical realism that PlayStation 2 games can deliver. Continuing the tradition of the *Star Wars* flight action games that were introduced on the N64, like *Star Wars: Rogue Squadron* and *Star Wars: Battle for Naboo*, *Star Wars Starfighter* launches the player into a long journey that starts on Naboo and ends in an assault on the Droid Control Ship, just like in *The Phantom Menace*. Players will be able to control three different characters piloting three different ships at different times throughout the game. Rhys is a hot-shot Naboo trainee pilot and flies the Naboo N-1 starfighter. Vana is a Naboo vigilante gun for hire and pilots the Guardian, a special stealth craft. Nym is an alien pirate who protects the weak and defenseless while navigating the Havoc, a starship bomber. Each mission requires the pilot to make use of new skills to advance to the next level. The powerful graphics

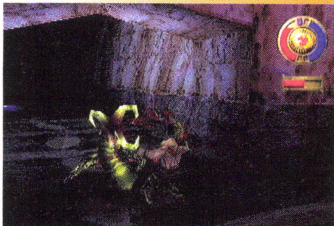


engine of the PlayStation 2 allows *Star Wars Starfighter* to present more than 20 different detailed starships and 14 incredible ambient environments ranging from the lush green fields of Naboo to the cold nether regions of outer space. This game screams to be played on a big-screen TV!



WARRIORS OF MIGHT & MAGIC

3DO • Available Now • 1 Player



Warriors of Might & Magic is the second action/adventure title in the lengthy *Might & Magic* saga. *Crusaders of Might & Magic*, released last year, was the first *Might & Magic* game to break away from the role-playing-style gameplay which the series has been known for. As an action/adventure title, however, *Crusaders* felt a little sluggish and difficult to control for most players. *Warriors of Might & Magic* is an excellent improvement over its predecessor. The game plays smoothly and controlling the main character, Alleron, is actually a lot of fun. The focus of the game is more on exploration rather than solving punishing puzzles found in *Crusaders*. With tons of secret items and hidden coves, the game has kind of a *Tomb Raider*-feel. Alleron is a royal guard who is disgraced by accusations of Necromancy by the Grand Inquisitor. Standing before an angry crowd, he is fitted with a metal mask of shame and dropped into a deep, dark pit. In the pit, Alleron must fend his life from goblins, monsters and other unspeakable creatures. Fortunately, his magical powers which got him into trouble in the first place will now help him conquer the underground demons. An enhanced PlayStation 2 version of *Warriors of Might & Magic* is also scheduled for early next year.

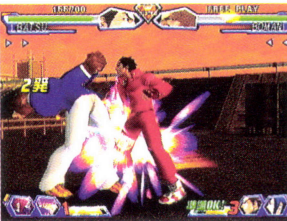
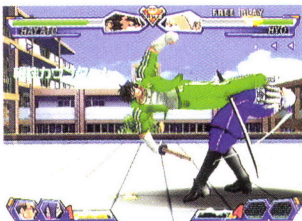


PROJECT JUSTICE

Capcom • January • 1-2 Players

Schools for the PlayStation. *Project Justice* brings back all the same characters from the previous game, like Hideo, Kyoko, Batsu and Tiffany, plus six all-new characters. The new "Party Up Technique" allows you to launch a three-player simultaneous attack. Just as in *Rival Schools*, the moves have humorous animations like the Kyoko Life Up back-rub. The single-player mode plays out as a high school rivalry story. Players must choose a tag-team group from one of the many competing schools to see their own unique storyline. The game will also have many bonuses such as mini-games, galleries and a create-a-fighter mode. The *Rival Schools* series pokes fun at the not-so-funny unspoken social hierarchy found in many Japanese high schools where the class bully system has caused many children to suffer over the years. Oh, well...there's a lighter side to everything.

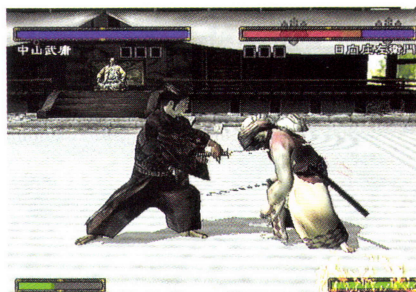
Capcom's unwavering support for the Dreamcast continues with *Project Justice*, the sequel to *Rival*



KENGO: MASTER OF THE BUSHIDO

Crave • December • 1-2 Players

Kengo: Master of the Bushido was originally planned for release on the original PlayStation (see *Select Games*, June). Developed by Lightweight, the same folks who brought you *Bushido Blade* and *Bushido Blade 2*, *Kengo: Master of the Bushido* has graduated onto the PlayStation 2 platform to bring you samurai sword fighting in all its gory detail. And we're not kidding! The swordsmen will keep fighting 'til the bitter end as blood spurts out like mini-fountains from their sliced arteries all over their kimonos. Yikes! You can also sit back and watch each gruesome death sequence as it replays after every match. Like the rest of the *Bushido Blade* series, *Kengo* focuses on realistic sword fighting, where a fatal blow or loss of blood spells certain death. Sword fighters can be trained in the samurai arts through a series of mini-games that will build up the characters strengths and techniques. A new "ki" (spirit) meter can be built up during a sword fight that allows the samurai to execute special devastating sword moves to ginsu their victims like Kobe Beef. A strong stomach is recommended when playing this game!



MS. PAC-MAN MAZE MADNESS

Namco • December • 1-4 Players

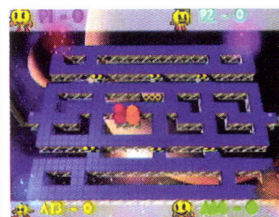


special is that apart from *Namco Museum 64* (a collection of classic Namco games) and *Ridge Racer 64* (which was actually published by

Ms. Pac-Man Maze Madness for the N64 is the exact same game that came out for the PlayStation. What makes the N64 version

Nintendo) *Ms. Pac-*

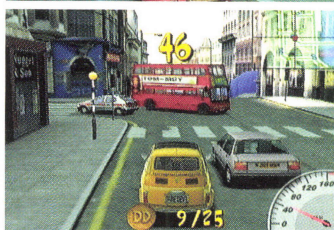
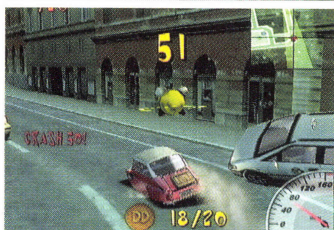
Man Maze Madness is really the first Namco 3-D game for the N64. The tension between Namco and Nintendo has been legendary ever since the days of the NES, but both sides seem to have eased up in recent years. We'll probably see more Namco games appearing on the N64 and hopefully Namco will be on board when Nintendo's next system, the GameCube, hits the stores. Now back to the game! *Ms. Pac-Man Maze Madness* for the N64 comes with all the modes that are in the PlayStation version, including the multiplayer games and the classic *Ms. Pac-Man* game. You would think that *Maze Madness* will be easier to control with the N64's analog stick, but we found the D-pad to be a lot more responsive. It must be all those sharp corners *Ms. Pac-Man* has to go around to eat the dots! The game is a perfect fit for Nintendo's Fun Machine!





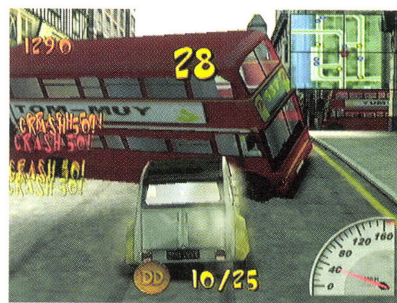
TOP GEAR DARE DEVIL

Kemco • Available Now • 1-2 Players



Kemco continues its *Top Gear* series by moving it onto the PlayStation 2 with *Top Gear Dare Devil*.

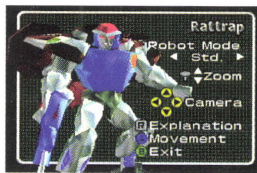
Kemco has historically only made games for Nintendo systems, so *Top Gear Dare Devil* will be the company's first game for Sony (apart from two obscure games that were released for the PlayStation in Japan). *Top Gear Dare Devil* is a welcome departure from the recent *Top Gear Rally* games for the N64. Rather than just being a straight-forward racing game, *Top Gear Dare Devil* puts you on the streets of various cities throughout the world. Players must collect coins scattered throughout the city in a certain amount of time. Each of the four international cities has slow-moving traffic which you need to quickly navigate through. Extra bonus points are awarded each time you crash into and destroy various objects like street lights, newspaper stands, parking meters, etc. *Top Gear Dare Devil* is a simple but fun game, which is actually what the PlayStation 2 could use more of.



BEAST WARS TRANSMETALS

BAM • Available Now • 1-2 Players

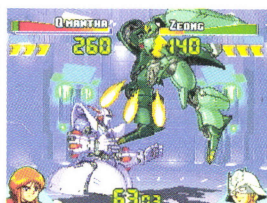
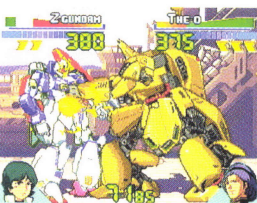
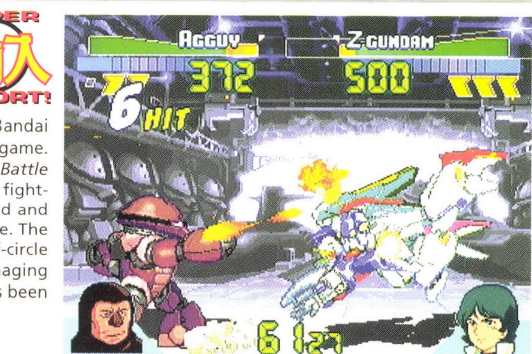
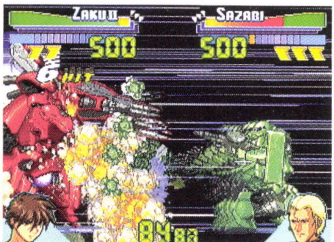
"Maximize!" "Terrorize!" *Beast Wars Transmetals* for the N64 is a must-have game for anyone gets up on Saturday morning just to watch the show. Based on the most recent version of the long-running *Transformers* series, the game pits all of your favorite *Beast Wars* characters against each other. Choose from the Maximals like Optimus Prime, Rattrap, Cheetor or Airazor...or be an evil Predacon like Megatron, Waspinator, Tarantulus or even the original, pre-Transmetal Inferno! Each character can transform during battle into three different modes: Vehicle Mode, Robot Mode or Beast Mode. You must keep track of how long you can stay in Robot Mode, because any fan of the show knows that you can only stay a robot for so long before you start short-circuiting! The game has a cool Toy option that allows you to just check out each Transformer up-close as if it were an action figure. Mini-games are also included like Vehicle Racing and a Transmetals Kids mode allows you to fight as super-deformed characters. The game has been available for rental at Blockbuster for a couple of months now, but now you can buy yourself a copy. Now that's "Prime"!



GUNDAM BATTLE ASSAULT

Bandai • Available Now • 1-2 Players

With the weekly airing of *Gundam Wing* on Cartoon Network gaining more fans, Bandai has decided to release *Gundam Battle Assault*, an awesome 2-D *Gundam* fighting game. The game was actually originally released in Japan back in 1997 as *Gundam: the Battle Master 2* (see *Hard Core*, September). As Pat says, this game still holds up as a quality fighting game even three years later. Several Gundams from various eras can be selected and all of the famous enemies from the Zion faction like Zaku and Gogg are also playable. The game plays a lot like the *Street Fighter* series with plenty of quarter-circle and half-circle directional pad moves. Each character can also pull out "supers" for extra damaging attacks and finishes. *Gundam Battle Assault* is what every American *Gundam* fan has been waiting for!

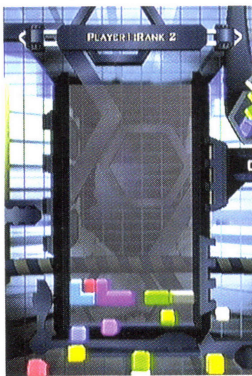


THE NEXT TETRIS

Crave • Available Now • 1-2 Players



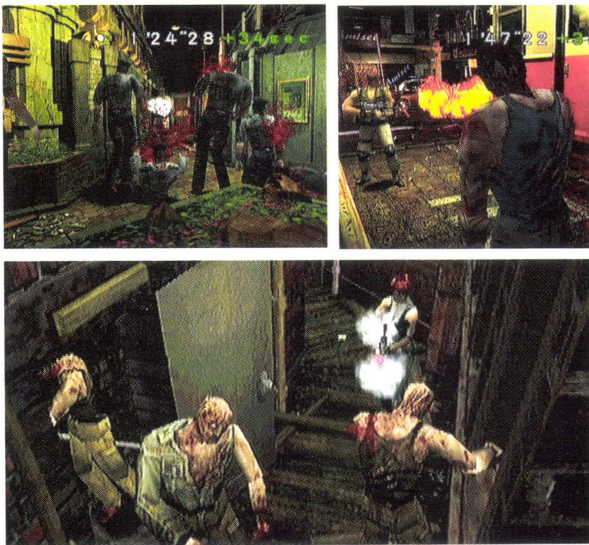
Although it has the same title, this game is quite different from the earlier N64 and PlayStation games called *The Next Tetris*. The full name of the game is *The Next Tetris: Net Edition*...which, as you can guess, means online multi-player support. Unlike *The Next Tetris* for the N64, only two players can play rather than four, but you can find an opponent from anywhere in the world via SegaNet. It also includes the classic version of *Tetris* as an added bonus. Find out if you can stack up against the best players in the world!



RESIDENT EVIL 3: NEMESIS

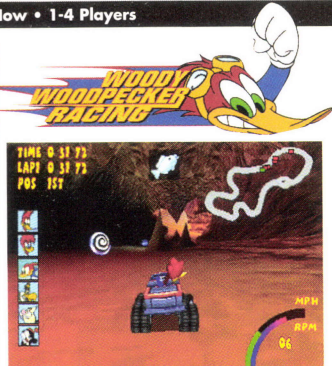
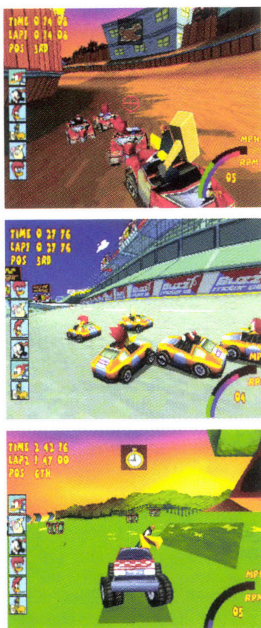
Capcom • Available Now • 1 Player

Capcom is bringing some of its best games from the PlayStation over to the Dreamcast this winter. *Resident Evil 2*, *Resident Evil 3: Nemesis* and *Dino Crisis* will now be enjoyed by Dreamcast owners everywhere! We got a chance to sample *Resident Evil 3: Nemesis* and the graphics look awesome! Extra features have been added to the Dreamcast version. The hidden game "Mercenaries" is now selectable from the start. You can also choose between eight different costumes for Jill before the game starts, including her original S.T.A.R.S. outfit and even a Regina suit from *Dino Crisis*! The three games should be enough reasons to ask for a Dreamcast for Christmas!



WOODY WOODPECKER RACING

Konami • Available Now • 1-4 Players



Yet another character-based racing game joins this over-crowded genre! *Woody Woodpecker Racing* lets you race as the sly feathered prankster and his friends—although Woody isn't exactly the "friendly" type. Whip around the tracks as you pick up standard kart-racing power-ups like bombs, missiles and turbo boosts to get ahead of the pack. *Woody Woodpecker Racing* has multiple vehicle options

including Monster Trucks, ATVs and Jalopies. Each character has special abilities that aid him or her in the race. For example, Woody can peck at opponents who ride next to him and knock them out of the loop. *Woody Woodpecker Racing* will also be available on Dreamcast and Game Boy Color.

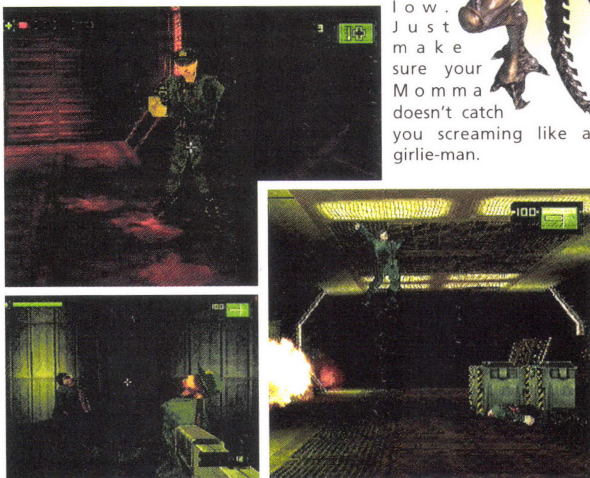


ALIEN RESURRECTION

Fox • Available Now • 1 Player

Alien Resurrection had been on Fox's release schedule for almost a year and a half; long enough to make people wonder if it was ever coming out. Fear not, because the game is finally in stores and it cooks! Fear, however, is the name of the game in *Alien Resurrection* as dark corridors and cramped spaces make it very difficult to tell when an alien will jump out and thrust that little tube-teeth thingie right through your head. Good thing you're Ripley and a walking arsenal, because the marines don't like you either. *Alien Resurrection* is a fast-paced first-person-shooter that should be played with the lights down

low. Just make sure your Momma doesn't catch you screaming like a girlie-man.



GAME BOY
COLOR

MAT HOFFMAN'S PRO BMX

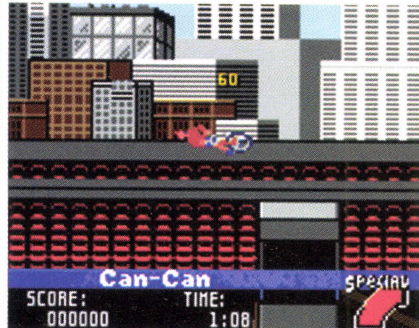
Activision • Available Now • 1 Player



Tony Hawk may have always been the biggest name in skateboarding, but you can bet that a lot of people know his name only because of the success of the *Tony Hawk's Pro Skater* video game. Activision is hoping to build the same kind of recognition for another "extreme sports" hero, BMX stunt biker Mat Hoffman. This new Game Boy Color cart from developer



Crawfish Entertainment features Hoffman and seven other pro BMX competitors performing tricks and combos on six different Street, Dirt and Vert courses. Players can learn "pro signature" tricks as they progress through any of the game's three modes—Practice, Challenge and Championship—and you can also upgrade your bike to tweak its stats and improve your performance.

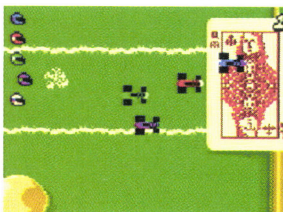
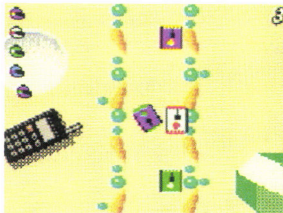

GAME BOY
COLOR

MICRO MACHINES V3

THQ • Available Now • 1-8 Players

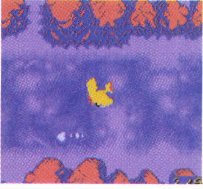


Originated by Codemasters in the U.K., the *Micro Machines* series of top-view racing games has always delivered high-quality gaming experiences with big chunks of fun; honestly, from the NES to the PlayStation, there's not a bad game in the bunch. Now developer Network Technologies brings the latest chapter to the Game Boy Color with all of the classic miniature cars and fantastic real-life environments that the series is known for. As in the PlayStation game of the same name, you'll have lots of weapon power-ups to go for, including missiles, force fields and giant hammers that can bash your opponents right off the track. And if anybody out there still has the Game Boy four-player adapter that was originally packaged with *F-1 Race*, you can use it to hook up a wild eight-player mode with two players on each Game Boy Color unit.


GAME BOY
COLOR

CARNIVALE

Vatical • December • 1 Player

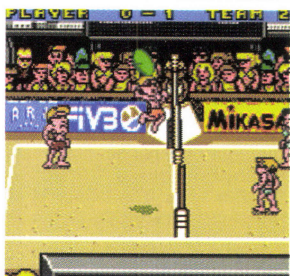


If you've got some Gypsy blood in you—or if you just appreciate the charm of a traveling freak show—check out *Carnivale*, a fanciful action/adventure game from developer Vicarious Visions. Completing each of the game's five levels allows you to free a friend who has been trapped in a mysterious amusement park. Each stage takes the form of one of the rides in the park—the Super Rat Ride, Bumper Bugs, the River Caves, the Ghost Train or the Penny Arcade—and you must race to the finish of each attraction using secret shortcuts, speed boosts and other rider aids. All told, the game includes six different characters—each with his or her own statistical advantages and shortcomings—with a fair amount of speech samples and digitized sound effects livening up the action.


GAME BOY
COLOR

POWER SPIKE PRO BEACH VOLLEYBALL

Infogrames • Available Now • 1-2 Players



In the grand tradition of 8-bit beach volleyball classics like Konami's *Kings of the Beach* and Technos' *SuperSpike V-Ball*, this new Game Boy Color cart lets you "own the sand" by playing as Gabrielle Reece or 20 other real-life beach volleyball pros. If you're looking for a quick game against the computer, the Single Match mode has got the goods...but if you really want to get sand in your shorts, go for the Championship mode, in which your character will travel to such diverse locations as New York, L.A. Rio de Janeiro and Osaka, learning new "super moves" as he or she progresses through the ranks of the Federation International de Volleyball. And like any self-respecting Game Boy developer, Carapace has included a two-player link option that allows you to go head-to-head with a friend or sibling who also has a copy of the game.

GAME TRACK!

Your handy resource guide for tracking upcoming game releases. Keep in mind that there is no such thing as a "sure thing"; all release dates are subject to change. *

NINTENDO 64 DECEMBER

- | | | |
|---|-----------------------------|-----------|
| 1 | Carnivalé | Vatical |
| 2 | Disney's Donald Duck | Ubi Soft |
| 3 | Ms. Pac-Man Maze Madness | Namco |
| 4 | Polaris Snocross | Vatical |
| 5 | Star Wars: Battle for Naboo | LucasArts |
| 6 | Super Bowling 64 | Tommo |

JANUARY

- | | | |
|----|----------------------------------|----------|
| 7 | Aidyn Chronicles: The First Mage | THQ |
| 8 | Conker's Bad Fur Day | Nintendo |
| 9 | Dinosaur Planet | Nintendo |
| 10 | Mega Man 64 | Capcom |
| 11 | Paper Mario Story | Nintendo |
| 12 | Seadoo Hydrocross | Vatical |
| 13 | VR Powerboat | Vatical |

FEBRUARY

- | | | |
|----|------------------|----------|
| 15 | Eternal Darkness | Nintendo |
|----|------------------|----------|

POSSIBLE IN 2001

- | | | |
|----|---|----------|
| 16 | Airboardin' USA | Agetec |
| 17 | Animal Forest | Nintendo |
| 18 | Custom Robo | Nintendo |
| 19 | Custom Robo V.2 | Nintendo |
| 20 | Dance Dance Revolution: Disney Dancing Museum | Nintendo |
| 21 | Detective Barbie: The Mystery Cruise | Mattel |
| 22 | Doubutsu Bancho | Nintendo |
| 23 | Echo Delta | Nintendo |
| 24 | F-1 Grand Prix 2000 | Eidos |
| 25 | Mario Party 3 | Nintendo |
| 26 | Mini Racers | Nintendo |
| 27 | Pokémon Stadium Gold, Silver & Crystal | Nintendo |
| 28 | Mysterious Dungeon: Shiren the Wanderer 2 | Chunsoft |
| 29 | Rika | Nintendo |
| 30 | Roswell Conspiracies | Redstorm |
| 31 | Sin & Punishment | Nintendo |
| 32 | Viewpoint 2064 | T.B.A. |



* Publishers, please contact us with updates and/or corrections.
● Denotes that the game is available as an import at press time.

PLAYSTATION DECEMBER

- | | | |
|----|---|------------------|
| 1 | Big 'Ol Bass | Konami |
| 2 | BladeArts | Enix |
| 3 | Championship Surfer | Mattel |
| 4 | Deuce | Midway |
| 5 | Disney's Jungle Book | Ubi Soft |
| 6 | Kasparov Chess | Interplay |
| 7 | The Lion King: Simba's Mighty Adventure | Activision |
| 8 | Martian Gothic | Take 2 |
| 9 | NASCAR Heat | Hasbro |
| 10 | NASCAR Racers | Hasbro |
| 11 | Rayman Brain Games | Ubi Soft |
| 12 | RC De Go! | Acclaim |
| 13 | The Road to El Dorado | Ubi Soft |
| 14 | Rock 'em Sock 'em Robots Arena | Mattel |
| 15 | Sabrina the Teenage Witch | Berkeley Systems |
| 16 | Seadoo Hydrocross | Vatical |
| 17 | Super Cross 2001 | EA Sports |
| 18 | Worms Pinball | Infogrames |

JANUARY

- | | | |
|----|--|------------|
| 19 | Backyard Football | Infogrames |
| 20 | Dance Dance Revolution | Konami |
| 21 | Digimon World 2 | Bandai |
| 22 | Fear Effect: Retro Helix | Eidos |
| 23 | Lego Stunt Rally | Lego |
| 24 | MTV Sports: T. J. Lavin's Ultimate BMX | THQ |
| 25 | Scooby Doo! Classic Creep Capers | THQ |

FEBRUARY

- | | | |
|----|------------------------|-----------------|
| 26 | Action Man | Hasbro |
| 27 | Arc the Lad Collection | Working Designs |
| 28 | Disney's Aladdin | Sony |
| 29 | Mat Hoffman's Pro BMX | Activision |

MARCH

- | | | |
|----|--------------------------------------|------------|
| 30 | Alone In the Dark: The New Nightmare | Infogrames |
| 31 | Fly! 2001 | Take 2 |
| 32 | V.I.P. | Ubi Soft |

APRIL

- | | | |
|----|-------------------------------|-----------|
| 33 | Inspector Gadget | Ubi Soft |
| 34 | Jimmy White's Cueball 2 | BAM |
| 35 | Legacy of Kain: Soul Reaver 2 | Eidos |
| 36 | Roswell Conspiracies | Red Storm |

POSSIBLE IN 2001

- | | | |
|----|----------------------------|--------|
| 37 | Acocangua | Sony |
| 38 | Bomberman Land | Hudson |
| 39 | Dragon Warriors VII | Enix |
| 40 | The Eagle Shooting Heroes | Sony |
| 41 | Fist of the North Star | Bandai |
| 42 | Gung Ho Brigade | T.B.D. |
| 43 | Metal Slug X | Agetec |
| 44 | Mr. Driller 2 | Namco |
| 45 | Point Blank 3 | Namco |
| 46 | Simpsons Wrestling | Fox |
| 47 | Tales of Eternia | Namco |
| 48 | Time Crisis: Project Titan | Namco |



PLAYSTATION 2 DECEMBER

- | | | |
|----|----------------------------------|-----------|
| 1 | Army Men Air Attack 2 | 3DO |
| 2 | Army Men Sarge's Heroes 2 | 3DO |
| 3 | Carrier | Jaleco |
| 4 | Disney's Dinosaur | Ubi Soft |
| 5 | Disney's Donald Duck | Ubi Soft |
| 6 | Disney's Jungle Book | Ubi Soft |
| 7 | ESPN: NFL Prime Time | Konami |
| 8 | Fury | Midway |
| 9 | Galleon | Interplay |
| 10 | Kengo: Master of the Bushido | Crave |
| 11 | MDK 2 Armageddon | Interplay |
| 12 | NASCAR 2001 | EA Sports |
| 13 | Off-Road Outlaws | Interplay |
| 14 | Star Wars Episode 1: Starfighter | LucasArts |
| 15 | Stunt GP | Interplay |
| 16 | Theme Park World | EA |
| 17 | Top Gun | Titus |
| 18 | Warriors of Might & Magic | 3DO |

JANUARY

- | | | |
|----|-------------------|-----------|
| 19 | Age of Empires II | Konami |
| 20 | ATV Off-Road | Sony |
| 21 | The Bouncer | Square/EA |

23	18 Wheeler Pro Trucker	Sega
24	F-1 Championship	Ubi Soft

- 25 Legend of the Blade Master Ripcord
- 26 Mat Hoffman's Pro BMX Activision
- 27 Outrigger Sega
- 28 Shrapnel: Urban Warfare 2025 Ripcord

MARCH

- 29 Alone In the Dark: The New Nightmare Infogrames
- 30 Commandos 2 Eidos
- 31 Gorka Morka Ripcord
- 32 Roswell Conspiracies Redstorm
- 33 V.I.P. Ubi Soft

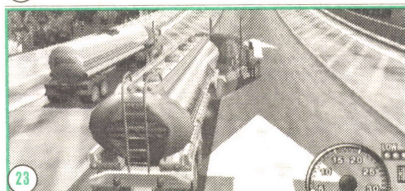
1ST QUARTER 2001

- 34 Aqua Panic Sega
- 35 Daytona U.S.A. Sega
- 36 Unreal Tournament Infogrames

POSSIBLE IN 2001

- 37 1944 The Loop Master Capcom
- 38 Alien Front Online Sega
- 39 Black & White Sega
- 40 Capcom vs. SNK 2 Capcom
- 41 Charge 'N Blast Sega
- 42 Confidential Mission Sega
- 43 Death Crimson OX Sega
- 44 Dee Dee Planet Sega
- 45 Dream Studio Sega
- 46 Evil Twin Ubi Soft
- 47 FightingVipers 2 Sega
- 48 Floigan Brothers Sega
- 49 Guilty Gear X T.B.D.
- 50 Gun Spike Sega
- 51 Gun Valkyrie Sega
- 52 IllBleed Sega
- 53 King of Fighters 2000 Agetec
- 54 Legacy of Kain: Soul Reaver 2 Eidos
- 55 L.O.L. Agetec
- 56 Mr. Driller 2 Namco
- 57 NappleTale • Sega
- 58 Planet Harrier Sega
- 59 Planet of the Apes Fox
- 60 Rent A Hero No. 1 • Sega
- 61 Samba De Amigo 2 Sega
- 62 Seaman 2001 Edition • Sega
- 63 Sega Tetris • Sega
- 64 The Seven Secret Mansions Koei
- 65 Shenmue Chapter 2 Sega
- 67 Sonic Adventure 2 Sega
- 68 Toy Racer Sega
- 69 The Typing of the Dead • Sega

- 70 Vampire Chronicles • Capcom
- 71 Virtua Cop 2 • Sega
- 72 Virtua Striker 3 Sega
- 73 Wild Rider Sega



GAME BOY COLOR DECEMBER

- 1 3-D Ultra Pinball Havas
- 2 Army Men: Arcade Blasts 3DO
- 3 Carnivale Vatical
- 4 Dinosaur'Us EA
- 5 Force 21 Redstorm
- 6 Jimmy White's Cueball Vatical
- 7 Kirby's Tilt 'n Tumble • Nintendo
- 8 The Lion King: Simba's Mighty Adventure Activision
- 9 The Mummy Konami
- 10 Playmobil Hype Ubi Soft
- 11 Pokémon Puzzle League Nintendo
- 12 Powerpuff Girls Paint BAM
- 13 Scooby Doo! Classic Creep Capers THQ
- 14 Tweety's High Flying Adventure Natsume
- 15 VR Sports: Powerboat Racing Vatical
- 16 Warriors of Might & Magic 3DO
- 17 WWF No Mercy THQ
- 18 Xena Titus

JANUARY

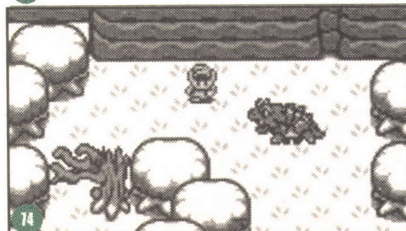
- 19 Aliens: Thenatos Encounter THQ
- 20 Croc 2 THQ
- 21 Dragon's Lair Capcom
- 22 Flintstone's Burgertime in Bedrock Electro Source
- 23 Frisbee Golf Vatical
- 24 Inspector Gadget Ubi Soft
- 25 Legend of the River King 2 Natsume
- 26 Mega Man Xtreme Capcom
- 27 Metal Walker Capcom
- 28 Microsoft Entertainment Pack Electro Source
- 29 Microsoft Pinball Arcade Electro Source
- 30 Mission Bravo Mattel
- 31 Pocket Racers Interplay
- 32 Powerpuff Girls Battle Him BAM
- 33 Return of the Ninja Natsume
- 34 The Simpsons: Treehouse of Horror THQ
- 35 Tech Deck Skateboarding Activision

FEBRUARY

- 36 Action Man THQ
- 37 ESPN National Hockey Night Konami
- 38 Hercules Titus
- 39 Indiana Jones THQ
- 40 Lufia • Crave
- 41 Matchbox Emergency Patrol Mattel
- 42 Mat Hoffman's Pro BMX Activision
- 43 Monster Force Konami
- 44 Sponge Bob THQ
- 45 V.I.P. Ubi Soft
- 46 1st Quarter 2001 EASports
- 47 NBA Live 2001 EASports
- 48 Rocket Power THQ
- 49 Ronaldo V Soccer Infogrames

POSSIBLE IN 2001

- 50 Alone In the Dark: The New Nightmare Infogrames
- 51 Antz Racing EA
- 52 Card Heroes • Nintendo
- 53 Castlevania II Konami
- 54 Command Master Enix
- 55 Crusaders of Might & Magic 3DO
- 56 Dino Crisis Capcom
- 57 Dragon Quest III Enix
- 58 Grandia: Parallel Trippers Hudson
- 59 The Legend of Starfie Nintendo
- 60 Mario Tennis Nintendo
- 61 Merlin EA
- 62 Monster Tactics Nintendo
- 63 Mysterious Dungeon: Shiren the Wanderer 2 Chunsoft
- 64 Phantom Zona Nintendo
- 65 Pocket King Namco
- 66 Robin Hood EA
- 67 Roswell Conspiracies Redstorm
- 68 Star Ocean: Blue Sphere Enix
- 69 Tales of Fantasia Namco
- 70 The World Is Not Enough EA
- 71 Wizardry Agetec
- 72 Wizardry 2 Agetec
- 73 Wizardry 3 Agetec
- 74 The Legend of Zelda: Mysterious Seed of Power Nintendo





A BUG'S LIFE

Stage Select

At the "Flik's Journey" screen, hold **C** and press the **R** button. Now point the analog joystick to the **Right** and you'll see that the entire game has been unlocked, allowing you to start at any stage.

AERO GAUGE

Extra Tracks & Vehicles

Note: You need two controllers to input this code, and it can be difficult to get the timing right, so if it doesn't work the first time, try again. First, turn the game on and hold **L** + **R** + **Z** on Controller 2. When the title screen appears with the words "Push Start" flashing in red, quickly tap **Up** on the D-pad and the **C** button at exactly the same time (also on Controller 2); you must also be sure to release those two buttons at exactly the same time. Finally, press **START** or **A** on Controller 1 before the title screen disappears. If you've entered the code correctly, you should see two new courses at the track-select screen and five new vehicles to choose from, including one that's shaped like a Nintendo 64 controller. Press the **R** button repeatedly at the vehicle select screen to change the color of the N64 controller to red, green, blue, black or yellow.

Turbo Start

At the starting line, hold the **A** and **B** buttons. When the announcer says, "Set, Ready, GO!" release the **B** button just before he says "GO!" This gives you a speed boost at the start of the race.

Turbo Boost

During a race, hold the **A** button to accelerate, hold **Z** and point the joystick hard **Left** or **Right**, then release both buttons and quickly press **A** again. This is a difficult trick to perform, but if you do it successfully, you'll hear a sound and you'll get a burst of speed.

AEROFIGHTERS ASSAULT

Stage Select

When you turn the game on, wait for the Video System and Paradigm Entertainment logos to disappear, then enter the following code as soon as you see the planes flying in the introduction sequence: **Up**, **C**, **Left**, **C**, **Down**, **C**, **Right**, **C**, **L**, **R**, **Z**. You'll hear a sound to confirm that the code has been entered correctly. Next, choose "Main Game" from the Game Mode menu; a stage select menu will appear, allowing you to practice any stage. The save options are deactivated when this code is in place, so your regular game scores won't be affected.

Secret Character: Mao Mao

Wait for the words "Press Start Button" to appear on the title screen, then press **C**, **C**, **C**, **C**, **C**, **C**, **C**. At the "Pilot Select" screen, you'll find a new character called Mao Mao who pilots an F-15. Note: You may have already unlocked Mao Mao if you continued more than three times in the Tokyo stage.

Secret Character: Spanky

To access another secret character, you must complete the following requirements:

- 1) Earn more than 170,000 points by the end of the Pacific Ocean stage; this will allow you to play the first bonus stage, "Air Landing".
- 2) Clear the Tokyo, Pacific Ocean and Air Battle stages in less than 1,400 seconds; this will allow you to play the Desert stage during daytime.
- 3) If you clear the daytime Desert stage, you'll access the second bonus stage, "Shuttle Defense."
- 4) If you clear the "Air Landing" and "Shuttle Defense" bonus stages, you'll enter the third bonus stage, "Goliath Defense," after the Fortress level.
- 5) If you clear the "Goliath Defense" bonus stage, you'll enter the fourth bonus stage, "Space," after the Antarctic Ocean and Ice Cave levels.
- 6) If you clear the "Space" bonus stage, you'll be able to access Spanky, an X-29 pilot.

ALL-STAR BASEBALL 2001

Secret Codes

Enter any of the codes below at the "Secret Codes" screen from the Options menu. A message will appear after you enter a correct code. Aluminum bats—**H O L L O W B A T S**
Ball trail mode—**W L D W L D W S T**
Big ball mode—**B C H B L K T P T Y**
Dark stadium—**W T O T L**
Foggy stadium—**M Y E Y E S**
Tiny players—**T O M T H U M B**

Players fly back to the dugout when they're out—**F L Y A W A Y**

ARMORINES: PROJECT S.W.A.R.M.

Cheats

From the main menu, select "Options," then select "Cheats." Next, select "Enter Cheat" and enter any of the following codes at the screen that appears. You'll see a special message appear after entering a correct code. Note: After entering any of the first six codes, the corresponding cheat must be turned on at the Cheats menu for the effect to take place. Invincibility—**G O D L Y**
All weapons—**L O A D E D**
Unlimited ammo—**S O R T E D**
Fast run—**S O N I C**
Pen and ink mode—**S K E T C H Y**
All missions—**S K I P P Y**
Female Trooper (Multiplayer only)—**G O D D E S S**
All above cheats—**G O L D E N P I E**
Hive Guard Bug (Multiplayer only)—**L E G G Y**
Volcano Guard Bug (Multiplayer only)—**R U B B E R**
Egypt Worker Bug (Multiplayer only)—**C L A W**
Hive Worker Bug (Multiplayer only)—**U G L Y**

ARMY MEN: AIR COMBAT

Unlock All Missions & Helicopters

At the main menu, select "Password." Then, press **R**, **C**, **Right**, **Up**, **A**. When you start a campaign, all of the missions and helicopters will be available to you.

ARMY MEN: SARGE'S HEROES

Cheat Codes

Choose "Input Code" from the main menu, then enter any of the following passcodes to get different effects:

M M L V S R M—Max Ammo
N S R L S—All weapons
D R V L L V S M M—Mini mode
T H D T S T—Display programmers' debug info on screen
P L S T R L V S V G—Play as Plastro
G R N G R L R X—Play as Vikki
T N S L D R S—Play as Tin Soldier
Level Passwords
Spy Blue—**T R G H T R**
Bathroom—**T D B W L**
Riff Mission—**M S T R M N**
Forest—**T L L T R S**
Hoover Mission—**S C R D C T**
Thick Mission—**S T P D M N**
Snow Mission—**B L Z Z R D**
Shrap Mission—**S R F P N K**
Fort Plastro—**G N R L M N**
Scorch Mission—**H T T T R T**
Showdown—**Z B T S R L**
Sandbox—**H T K T T N**
Kitchen—**P T S P N S**
Living Room—**H X M S T R**
The Way Home—**V R C L N**

ASTERIODS HYPER 64

Unlock Classic Asteroids, Credits, Relentless Mode

At the main menu, hold **L** and press **C**, **C**, **C**, **C**, **A**, **C**, **C**, **C**, **C**, **START**. Classic Asteroids and Credits should appear immediately, and Relentless mode will appear under "Single Player Game."

Unlock Cheat Menu

At any time during gameplay, press **START** to pause, then hold **L** and press **C**, **C**, **C**, **C**, **B**, **A**, **C**, **C**, **C**, **START**. Extra options will become immediately available in the pause menu.

BANJO-KAZOOIE

Secret Codes

Each of the following codes can be entered on the floor of the Puzzle Room inside the sand castle in the Treasure Trove Cove stage; just plop some eggs into Leaky the bucket so he'll drain the pond and you can walk inside. Use the Beak Buster move on the lettered tiles to spell out the code words as follows:
• Enter **C H E A T L O T S O F G O E S W I T H M A N Y B A N J O S** to earn infinite lives.
• Enter **C H E A T A N E R G Y B A R T O G E T Y O U F A R** to max out the capacity of your energy bar at eight honeycomb pieces.
• Enter **C H E A T D O N T B E A D U M B O G O S E E M U M B O** to earn infinite Mumbo Tokens.
• Enter **C H E A T N O W Y O U C A N F L Y H I G H I N T H E S K Y** to earn infinite red feathers.

• Enter **C H E A T A G O L D E N G L O W T O P R O T E C T B A N J O** to earn infinite gold feathers.

• Enter **C H E A T G I V E T H E B E A R L O T S O F A I R** to have infinite air when underwater.

• Enter **C H E A T B A N J O B E G S F O R P L E N T Y O F E G G S** to earn infinite eggs. For each code, you will hear a "Moo!" sound when you enter the first five letters; if you do not hear the "Moo!" during the first five letters, exit the sandcastle and go back in. You will not hear any special sounds when you enter the remaining letters of each code, so take your time and aim carefully.

Bottles' Bonus Codes

Enter Banjo's house, stand on the yellow lines on the carpet directly in front of the fireplace, then press the **C** button to enter the first-person camera view. Now look directly at the picture of Bottles on the wall; Bottles will give you a puzzle to solve. If you solve the puzzle, he will reward you with a secret code which you can enter in the sand castle in Treasure Trove Cove (as described above under "Secret Codes"). Note: Bottles will not allow you to access the puzzles until you have obtained the puzzle piece from the sand castle. There are seven codes available if you can solve all of the puzzles. IMPORTANT: The codes are listed below for reference only; they will not work unless you actually earn them by beating the puzzles that release the codes.

- Enter **B O T T L E S B O N U S O N E** to give Banjo a big head.
- Enter **B O T T L E S B O N U S T W O** to give Banjo big hands and feet.
- Enter **B O T T L E S B O N U S T H R E E** to make Kazooie big.
- Enter **B O T T L E S B O N U S F O U R** to make Banjo tall and thin.
- Enter **B O T T L E S B O N U S F I V E** to get a tall, thin Banjo with big hands and feet.
- Enter **B I G B O T T L E S B O N U S** to activate all of the above codes at once.
- Enter **W I S H Y W A S H Y B A N J O** to change Banjo into a washing machine.
- Enter **N O B O N U S** to deactivate all active codes.

BASS HUNTER 64

Cheat Codes

Enter the following codes at the "Cheat Codes" screen under the Options menu. You'll hear a chime upon entering a correct code.
A L L D L A K E S—All lakes available
A L L D C A S H—Extra money
A L L D F I S H—Extra fish in live well
B A G D S N A G S—No snags while fishing
H E A D A D B I G A—Fisherman has a big head
H Y P E R B O A T—Faster boat
W H A T A D R A G—Slower boat
R U B A D U B D U B—Boat becomes a bathtub
I W I N I W I N—Win tournament
N O P E N A L T Y—No penalty for changing lures during tournament
S U P E R S T R I N G—Unbreakable line
H A P P Y F I S H—More active fish
M O N D O F I S H—Bigger fish
F I S H M A N—All fish have Al Lindner's head
W H E R E D F I S H—A number will appear in the corner of the screen to indicate the number of fish in the area. Below it, the weight of the biggest fish in that area will be displayed
S U P E R L U R E—Adds the "Super Lure" to your inventory
S I L L Y S O U N D—Silly sound effects

BATTLETANX

Secret Codes

Choose "Input Code" from the Game Setup menu and enter any of the following cheat codes:
M S T S R V V—Invincibility
C R S T L C L R—Invisibility
L T S F B L L T S—Unlimited ammo
L V F R V R M—Unlimited lives
P L V R Z M—All weapons
F R G Z—Giant frogs randomly roam the streets
T D Z—Queen Lords are replaced by toads
W M N R S M R T R—Unlock Storm Ravens gang
L T S L T S G N G S—Select any gang in Campaign mode
C D P L T—Run Story (allows you to view the entire story of the game)
C J S K P F L G M H—Level code (play on State Street in Chicago, IL)

CNCTHRTM—"Trippy mode"

HVRL—"Hurl mode"

Special Weapons

During the game, collect three of the same kind of weapon power-up. Next, select that weapon and press **A** + **B** simultaneously to fire it. You'll get a "super weapon" effect that varies depending on which weapon you've collected.

BATTLETANX: GLOBAL ASSAULT

Secret Codes

Enter any of the following codes from the "Input Code" menu under the "Game Setup" screen:
All Weapons—**R C K T S R D G L R**
Invulnerability—**H P P Y H P P Y**
Custom Gang Unlocked—**T R D D Y B R R K S**
Brandon Gang Unlocked—**N K N H C K S**
Secret Level Unlocked—**W R D R B**
Level Select—**8 O D Y S**

BATTLEZONE: RISE OF THE BLACK DOGS

Secret Codes

Enter any of the following codes as the Options Menu. You should hear a sound indicating the code was entered successfully.
Free buildings—Hold **Z**, press **A**, **B**, **A**, **B**
Free satellite—Hold **Z**, press **B**, **C**, **C**, **C**, **A**
Infinite ammo—Hold **Z**, press **L**, **R**, **L**, **R**
Infinite armor—Hold **Z**, press **Up**, **Right**, **Down**, **Left**
Unlock all missions in Single Player Pilot or Commander Mode—Hold **Z**, press **C**, **C**, **C**, **C**, **C**, **START**

BEETLE ADVENTURE RACING

Cheat Menu

Race on the Coventry Cove course in Championship mode until you see a barn on the right side of the road with two haystacks in front of it. Drive through the haystack on the left and you will smash a hidden crate with a picture of a flower on it; you'll also hear a voice say, "Groovy!". Note that the crate will not be there unless you are playing in Championship mode. Once you've smashed the crate, finish the race; the words "Cheat Menu Activated" will appear at the Player Results screen. Now return to the main menu and access the Options screen; you'll find a new option called "Cheats" at the bottom. Each item on the cheat menu must be "unlocked" before you can use it; you will unlock a new cheat each time you smash a flower crate in Championship mode. Some of these crates are very well hidden, so you're going to have to do a lot of searching to find them.

BIO FREAKS

Secret Screen

Hold any **C** button down when you turn on the Nintendo 64; you'll hear an evil laugh and see a secret screen that shows the date the game was created.

First-Person View

During any battle, hold **Left** on the D-pad or analog stick and press the **START** button to switch to a first-person view. To change back to the normal view, hold the pad or stick **Down** and press **START** again.

BODY HARVEST

Cheat Codes

Choose an empty save slot and enter your name as "ICHEAT". With that name in place, you can enter any of the following codes at any time during gameplay. Note: Use the D-pad to enter the directional commands, not the analog joystick.
Smart bomb—**A**, **C**, **C**, **C**, **Left**
Restore health—**Down**, **Up**, **Right**, **A**, **B**, **Left**, **C**
All artifacts—**Up**, **C**, **C**, **Z**, **Up**, **Left**
Dancing Adam—**Down**, **Up**, **C**, **Down**, **C**, **C**
Bad Adam—**C**, **C**, **A**, **C**, **C**, **Left**
Tall Adam—**B**, **A**, **C**, **A**, **C**, **A**
Short Adam—**Down**, **C**, **A**, **Right**, **Z**
Kill Adam—**B**, **Left**, **C**, **C**, **Down**
Blouse cheat—**Z**, **C**, **C**, **B**, **Left**, **C**
Access all weapons—**A**, **Right**, **C**, **C**, **C**, **A**, **A**, **Left**
More powerful weapons—**C**, **C**, **Up**, **Z**, **Z**, **Left**, **C**
Surreal Mode—**C**, **Up**, **Right**, **Right**, **C**, **A**, **Left**
Change Nearest Harvester into Mutant—**C**, **Up**, **Z**, **Z**, **C**, **Right**
Fat Legged Aliens—**Left**, **A**, **Right**, **Down**



EXTREME-G Cheat Codes

At the vehicle select screen, press **R** to call up the control configuration menu. Highlight the "Name" option and press **A**, then enter any of the following code words as your name and press **START** to get different effects. If you've entered a code properly, your player name will not change to the name you entered, but you will hear a confirmation sound. You can enter several different codes, one at a time, to combine their effects; to deactivate a specific code, just enter it again.

ANTIGRAV—Enter this code to turn the entire course upside-down

ARSENAL—With this code in place, you'll have an endless supply of weapon pick-ups

BANANA—Enter this code to make the tracks extremely slippery

FERGUS—With this code in place, choose "Shoot-em-Up" from the Single Player menu and you'll find that each of the "drone" targets has been changed into the head of Fergus McGovern, director of Probe Entertainment

FISHEYE—Changes the in-game viewpoint to resemble the view from a "fisheye" lens, like a David Lee Roth video

GHOSTLY—Makes the course graphics semi-transparent

MAGNIFY—Changes the in-game viewpoint to resemble the view from a magnifying lens

NITROID—Gives you an infinite supply of nitro speed bursts

RA50—With this cheat in place, press **START** at any time during a race to pause, then select "Quit" from the pause menu. Instead of quitting the race, the game will act as if you finished the race in the position you were in when you paused. If you pause before the starting gun in a qualifying race, you'll get the first pole position; now you can repeat the same trick for the remainder of the circuit and get credit for finishing first in every race.

ROLLER—Changes all of the vehicles on the track into boulders

STEALTH—Makes all of the vehicles invisible

UGLYMODE—Deactivates the Nintendo 64's "anti-aliasing" feature; this makes the graphics appear more "pixelated"

WIRED—Removes the texture-mapping so you can play the game with "wireframe" graphics

XTREME—Increases your vehicle's top speed

XTEAM—Enter this name, then press **R** again and change your name to the first name of one of the members of the game's design team (possibilities include ANDY, ASH, CRAIG, DARREN, GILES, GREG, JOE, JOHN, JON, JUSTIN, LLOYD, SADIE, SHAWN, SIMON, STEVE and OMRI). Note that unlike the above cheat codes, these names will appear as your name when you enter them. Start the race and the face of the person whose name you entered will appear on your bike.

EXTREME-G 2 (XG 2) Cheat Codes

At the vehicle select screen, press **R** to call up the Customize menu. Choose "Enter Name" option and enter any of the following code words as your name to get different effects. If you've entered a code properly, your player name will not change to the name you entered, but you will hear a voice say, "Extreme!" to confirm. You can enter several different codes, one at a time, to combine their effects; to deactivate a specific code, just enter it again.

2064—Changes all vehicles into *WipeOut*-style planes

FLICK—Blurry graphics

LINEAR—Wireframe graphics mode

MISTAKE—Infinite special weapons

NOPANEL—Removes all timers, gauges and counters from the screen

NEUTRON—"Tron" mode (alternate track graphics)

NITROID—Infinite Nitro boosts

PIXIE—Deactivates the Nintendo 64's "anti-aliasing" feature; this makes the graphics appear more "pixelated"

RA50—With this cheat in place, press **START** at any time during a race to pause, then select "Quit" from the pause menu. Instead of quitting the race, the game will act as if you finished the race in the position you were in when you paused. If you pause before the starting gun in a qualifying race, you'll get the first pole position; now you can repeat the same trick for the remainder of the circuit and get credit for finishing first in every race.

SPIRAL—Makes the screen rotate continuously during a race

SPYEE—Overhead camera angle

XCHARGE—Infinite weapon energy and shield energy

XXX—Increases your vehicle's top speed

F-1 WORLD GRAND PRIX Secret Codes

Each of the following codes must be entered as follows: Choose "Exhibition" from the main menu, then select the "Drivers" option, highlight "Driver Williams" and press **A**. Next, highlight the "Edit Name" option and press **A** twice; the first letter of the driver's last name should be highlighted. Now use the D-pad and/or joystick to change his last name to any of the following code words. **Important:** You must press **A** when you are finished entering the name. If you press **B**, you will exit out of the "Edit Name" function and the driver's name will not be changed:

• Enter "MUSEUM" as the driver's last name, then exit to the title screen; you'll find a new option called "Gallery".

• Enter "CREDITS" as the driver's last name, then exit to the title screen; you'll find a new option called "Credits".

• Enter "PANDORA" as the driver's last name, then exit to the title screen. Choose "Start", select "Challenge" and highlight "File 4". You'll see the words "Cheaters Special" at the top of the screen and all of the historical challenge scenarios will be unlocked, including the secret "Ultimate" challenge.

• Enter "VACATION" as the driver's last name, then exit to the title screen. Choose "Start", select "Exhibition", "Time Trial" or "2 Player" mode and select the "Courses" menu; you'll find a new course called "Bonus Track" that runs through a Hawaiian volcano.

• Enter "CHROME" as the driver's last name, then exit to the title screen. Choose "Start" and access the "Drivers" menu in any game mode; you'll find a new driver named "Silver Driver".

• Enter "PYRITE" as the driver's last name, then exit to the title screen. Choose "Start" and access the "Drivers" menu in any game mode; you'll find a new driver named "Gold Driver".

F-ZERO X Cheat Code

At the "Select Mode" screen, press **L**, **Z**, **R**, **C**, **C**, **C**, **START**; you'll hear a signal to confirm. Now you'll find that the "Master" difficulty setting, "Joker" and "X" cups and all of the vehicles in the game have been unlocked.

Shrink Vehicles

At the "Select Machine" screen, press **L** + **R** + **C** + **C**; all of the available vehicles will shrink.

FLYING DRAGON Extra Difficulty Levels

At the Option menu, set the difficulty level to "Easy", then press **Left** 20 times; a "Very Easy" setting will appear. If you set the difficulty to "Hard" and press **Right** 20 times, a "Very Hard" setting will appear.

FORSAKEN 64 Secret Codes

Each of the following codes works at the *Forsaken 64* title screen, while the words "Press Start" are going by in green letters. To deactivate a code you've entered, just input the same code again:

• Turbo Crazy Mode—**B**, **B**, **R**, **Up**, **Left**, **Down**, **C**, **C**

• Psychidelic Mode—**A**, **R**, **Left**, **Right**, **Down**, **C**, **C**, **C**

• Wireframe Mode—**L**, **L**, **R**, **Z**, **Left**, **Right**, **C**, **C**

• Gore Mode—**Z**, **Down**, **C**, **C**, **C**, **C**, **C**, **C**

• Stealth Mode—**Up**, **Up**, **Up**, **Up**, **Right**, **Down**, **C**, **C**

• Infinite Primary Weapon—**A**, **R**, **Z**, **Right**, **C**, **C**, **C**, **C**

• Infinite Secondary Weapon—**B**, **B**, **Z**, **Left**, **Left**, **C**, **C**, **C**

• Infinite Weapon Energy—**L**, **Z**, **Left**, **Right**, **Down**, **Down**, **C**, **C**

• Infinite Titans—**A**, **B**, **L**, **Up**, **Up**, **C**, **C**, **C**

• Infinite Solaris—**B**, **L**, **Z**, **Up**, **Down**, **C**, **C**

• Kill Enemies with One Shot—**B**, **B**, **L**, **R**, **Left**, **Down**, **Down**

• Freeze Enemies—**R**, **Z**, **Right**, **Right**, **C**, **C**, **C**, **C**

GLOVER Cheat Codes

At any time during the game, press **START** to pause, then enter any of the following codes using the C buttons:

Level select—**C**, **C**, **C**, **C**, **C**, **C**, **C**, **C**, **C**

Open portals—**C**, **C**, **C**, **C**, **C**, **C**, **C**, **C**, **C**

Open levels—**C**, **C**, **C**, **C**, **C**, **C**, **C**, **C**, **C**

Locate Garibs—**C**, **C**, **C**, **C**, **C**, **C**, **C**, **C**, **C**

Call ball—**C**, **C**, **C**, **C**, **C**, **C**, **C**, **C**, **C**

Checkpoints—**C**, **C**, **C**, **C**, **C**, **C**, **C**, **C**, **C**

Infinite lives—**C**, **C**, **C**, **C**, **C**, **C**, **C**, **C**, **C**

Powerball—**C**, **C**, **C**, **C**, **C**, **C**, **C**, **C**, **C**

Control ball—**C**, **C**, **C**, **C**, **C**, **C**, **C**, **C**, **C**

Infinite energy—**C**, **C**, **C**, **C**, **C**, **C**, **C**, **C**, **C**

Enemy ball—**C**, **C**, **C**, **C**, **C**, **C**, **C**, **C**, **C**

Low gravity—**C**, **C**, **C**, **C**, **C**, **C**, **C**, **C**, **C**

Big ball—**C**, **C**, **C**, **C**, **C**, **C**, **C**, **C**, **C**

Fisheye—**C**, **C**, **C**, **C**, **C**, **C**, **C**, **C**, **C**

Camera rotate R—**C**, **C**, **C**, **C**, **C**, **C**, **C**, **C**, **C**

Camera rotate L—**C**, **C**, **C**, **C**, **C**, **C**, **C**, **C**, **C**

Mad Garibs—**C**, **C**, **C**, **C**, **C**, **C**, **C**, **C**, **C**

Death spell—**C**, **C**, **C**, **C**, **C**, **C**, **C**, **C**, **C**

Frog spell—**C**, **C**, **C**, **C**, **C**, **C**, **C**, **C**, **C**

Hercules—**C**, **C**, **C**, **C**, **C**, **C**, **C**, **C**, **C**

Speed up—**C**, **C**, **C**, **C**, **C**, **C**, **C**, **C**, **C**

Boomerang ball—**C**, **C**, **C**, **C**, **C**, **C**, **C**, **C**, **C**

Vanish ball—**C**, **C**, **C**, **C**, **C**, **C**, **C**, **C**, **C**

Froggy—**C**, **C**, **C**, **C**, **C**, **C**, **C**, **C**, **C**

Secret cheat—**C**, **C**, **C**, **C**, **C**, **C**, **C**, **C**, **C**

All cheats off—**C**, **C**, **C**, **C**, **C**, **C**, **C**, **C**, **C**

GOLDENEYE 007

Note: Enter all *GoldenEye 007* codes with the D-pad, not the analog joystick

In-Game Codes

Enter the following codes at any time during gameplay. A message will appear in the lower left corner of the screen after entering a correct code.

• Invincibility

1) Hold **L** and press **Down**

2) Hold **R** and press **C**

3) Hold **R** and press **C**

4) Hold **L** and press **Right**

5) Hold **L** and press **C**

6) Hold **R** and press **C**

7) Hold **L** and press **Right**

8) Hold **R** and press **Down**

9) Hold **L** and press **Left**

10) Hold **L** + **R** and press **C**

• All Guns

1) Hold **L** + **R** and press **Down**

2) Hold **L** and press **C**

3) Hold **L** and press **C**

4) Hold **L** + **R** and press **C**

5) Hold **L** + **R** and press **Left**

6) Hold **L** + **R** and press **Up**

7) Hold **L** + **R** and press **Up**

8) Hold **L** + **R** and press **Up**

9) Hold **L** + **R** and press **Up**

10) Hold **L** + **R** and press **Up**

11) Hold **L** + **R** and press **Up**

12) Hold **L** + **R** and press **Up**

13) Hold **L** + **R** and press **Up**

14) Hold **L** + **R** and press **Up**

15) Hold **L** + **R** and press **Up**

16) Hold **L** + **R** and press **Up**

17) Hold **L** + **R** and press **Up**

18) Hold **L** + **R** and press **Up**

19) Hold **L** + **R** and press **Up**

20) Hold **L** + **R** and press **Up**

21) Hold **L** + **R** and press **Up**

22) Hold **L** + **R** and press **Up**

23) Hold **L** + **R** and press **Up**

24) Hold **L** + **R** and press **Up**

25) Hold **L** + **R** and press **Up**

26) Hold **L** + **R** and press **Up**

27) Hold **L** + **R** and press **Up**

28) Hold **L** + **R** and press **Up**

29) Hold **L** + **R** and press **Up**

30) Hold **L** + **R** and press **Up**

31) Hold **L** + **R** and press **Up**

32) Hold **L** + **R** and press **Up**

33) Hold **L** + **R** and press **Up**

34) Hold **L** + **R** and press **Up**

35) Hold **L** + **R** and press **Up**

36) Hold **L** + **R** and press **Up**

37) Hold **L** + **R** and press **Up**

38) Hold **L** + **R** and press **Up**

39) Hold **L** + **R** and press **Up**

40) Hold **L** + **R** and press **Up**

41) Hold **L** + **R** and press **Up**

42) Hold **L** + **R** and press **Up**

43) Hold **L** + **R** and press **Up**

44) Hold **L** + **R** and press **Up**

45) Hold **L** + **R** and press **Up**

46) Hold **L** + **R** and press **Up**

47) Hold **L** + **R** and press **Up**

48) Hold **L** + **R** and press **Up**

49) Hold **L** + **R** and press **Up**

50) Hold **L** + **R** and press **Up**

51) Hold **L** + **R** and press **Up**

52) Hold **L** + **R** and press **Up**

53) Hold **L** + **R** and press **Up**

54) Hold **L** + **R** and press **Up**

55) Hold **L** + **R** and press **Up**

56) Hold **L** + **R** and press **Up**

57) Hold **L** + **R** and press **Up**

58) Hold **L** + **R** and press **Up**

59) Hold **L** + **R** and press **Up**

60) Hold **L** + **R** and press **Up**

61) Hold **L** + **R** and press **Up**

62) Hold **L** + **R** and press **Up**

63) Hold **L** + **R** and press **Up**

64) Hold **L** + **R** and press **Up**

65) Hold **L** + **R** and press **Up**

66) Hold **L** + **R** and press **Up**

67) Hold **L**



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MORTAL KOMBAT 4

Cheat Menu

Choose "Options" from the main menu, highlight the "Continues" option, hold Run + Block (C) + (C) in the default control configuration) and continue to hold them down. After about five seconds you will hear a sinister laugh; after about five more seconds, a secret "Cheats" menu will appear. Turn "Endings" on and you will finish the game after defeating just one enemy; the remaining options allow you to perform fatalities with just one button.

Secret Characters

To access Noob Saibot and Goro, you must first access the cheat menu as described above. Next, enter one of the following codes at the character-select screen:

- Noob Saibot—Highlight the "Hidden" option at the bottom of the character-select screen, press any button to hide the cursor, then highlight Reiko and press Run + Block simultaneously
- Goro—Highlight the "Hidden" option at the bottom of the character-select screen, press any button to hide the cursor, then highlight Shinnok and press Run + Block simultaneously

MORTAL KOMBAT MYTHOLOGIES: SUB-ZERO

Cheat Passwords

Choose "Options" from the main menu and select "Password," then enter any of the following cheat codes:

- Enter "TDFCLT" for invincibility (you can still be killed by ceiling traps or long falls)
- Enter "GTTBHR" for infinite lives
- Enter "NXCVSZ" to start with 10 Urns of Vitality in your inventory
- Enter "CRVDTs" to see the credits from the end of the game

Fatality

When your opponent drops to his or her knees, stand about one step in front of your victim and press Forward, Down, Forward + High Punch; Sub-Zero will punch his opponent's head off.

Combos

3 Hits—High Punch, High Punch, Low Punch
5 Hits—High Punch, High Punch, Low Kick, High Kick, Back + High Kick

6 Hits—High Punch, High Punch, Low Punch, Low Kick, High Kick, Back + High Kick

Stage Passwords

Wind Stage—THWMSB

Earth Stage—CNSZDQ

Prison Stage—RGTCKS

Water Stage—ZVRKDM

Fire Stage—JYPPHD

Bridge of Immortality—QFTLWN

Qian Chi's Fortress—ZCHRRY

Note: With the "ZCHRRY" password in place, you can warp to Qian Chi or Shinnok by using the following trick: Allow yourself to be killed by the first enemy in the Fortress, then—as Sub-Zero falls to the ground—hold A to warp to the battle with Qian Chi or B to fight Shinnok.

MORTAL KOMBAT TRILOGY

Play as Kameleon

When the "story" screens appear during the game's demo mode, quickly press C, C, A, B, C, C, C. If you're fast enough, you'll hear Shao Kahn say, "Kameleon." Now Kameleon is a selectable character at the character-select screen.

Play as Motaro

Choose any character, hold High Kick + Low Kick and point the D-pad or joystick away from your opponent before the battle begins. When the fighters appear on the screen, you might change into Motaro. Note: This trick only works in certain stages, including the Wasteland and Jade's Desert.

Play as Shao Kahn

Choose any character, hold High Punch + Low Punch and point the D-pad or joystick Down before the battle begins. When the fighters appear on the screen, you might change into Shao Kahn. Note: This trick only works in certain stages, including the Rooftop and The Pit 3.

Hidden Game #1

After playing 50 consecutive games in two-player mode, you'll get to play a hidden game that's similar to Pong.

Hidden Game #2

After playing 100 consecutive games in two-player mode, you'll get to play a hidden game that's similar to Galaxian.

Hidden Game #3

When fighting on The Pit stage, keep an eye

on the moon in the background. If you see a shadow of any kind flying in front of the moon, press the Z button; if you do this, the winner of that match will get to play a hidden game that's similar to Space Invaders. This game also appears if you play 150 consecutive games in two-player mode.

Stage Select

At the character-select screen, highlight Sonya, hold Up and press START, then choose your character normally. A "Select Kombat Zone" option will appear before the fight, allowing you to choose the stage you'd like to fight in.

Super Hard Mode

At the character-select screen, highlight Kano, hold Down and press START, then choose your character normally. When the "Choose Your Destiny" screen appears, you'll find that all of the battle plans have been changed to make them much more challenging. The "Novice" plan now includes three endurance matches instead of one, and the "Champion" plan starts with battles against Kameleon and Motaro—followed by a whopping eight endurance matches.

Free Play

When the "story" screens appear during the game's demo mode, quickly press Down, Down, Up, Up, Right, Right, Left, Left on the D-pad. You'll hear a crunch sound to confirm the code. Now when you die in a one-player game, you'll find that the credit counter has been replaced by the words "Free Play," which indicates that you can continue as many times as you wish.

Secret "More Kombat" Menu

When the "story" screens appear during the game's demo mode, quickly press Run, High Punch, Low Punch (that's C, B, A in the default control configuration.) You'll hear Shao Kahn say "Outstanding!" Now press START to access the Kombat menu, then hold Up and press START. When the main menu appears, you'll find a new option with a blue question mark; this cheat menu allows you to activate the stage-select feature, disable throwing, activate unlimited "run" meters, turn on "Bloody Kombat" and activate the two secret characters, Human Smoke and Kameleon.

Secret "Kombat Cheats" Menu

When the "story" screens appear during the game's demo mode, quickly press High Kick, Low Kick, Run, Low Punch, High Punch, High Punch, High Punch, Low Punch, Low Punch (that's C, C, C, A, B, B, B, A, A in the default control configuration.) You'll hear a voice say "Ow-uh!" Now press START to access the Kombat menu, then hold Up and press START. When the main menu appears, you'll find a new option with a red question mark; this cheat menu allows you to activate Free Play mode, disable the Fatality timer (giving you infinite time to do a finishing move), set one-round matches or turn the game's collision boxes on. The collision boxes are tools that the programmers use to check the characters' hit detection, but you can use them to study the attack ranges and defense parameters of your favorite fighter. When you attack, a blue box appears that shows the area of the screen that's within range of your attack and a red box appears that shows your opponent's vulnerable area. If the blue box touches the red box, your attack will connect. Note that the above code also activates the blue question mark menu as described above.

MULTI RACING CHAMPIONSHIP

Unlock Bonus Cars

To access the two locked garages, you must beat each track in Championship mode to gain access to Match Mode, then race in Match Mode and defeat both the Hannya and the Dues cars. If you don't want to take the time to do this, you can access both cars with the following trick: Plug in two controllers and access "Vs. Race" mode. Choose "Machine," then—when the car select screen appears—highlight one of the locked garages and press B; the word "Selected" will appear to confirm your choice. Both players can choose the Hannya or Dues in this mode; even better, if you use this trick to choose one of the "locked" garages for Player 1, then exit "Vs. Race" mode after leaving the car select screen, you can choose "Championship," "Time Trial" or "Free Run" mode from the main menu and the Hannya or Dues you chose in "Vs. Race" mode will still be selected.

NAGANO WINTER OLYMPICS '98

Repeat Ending

When you earn a gold medal in every event—including a "Championship Mode" gold medal—you will see an ending sequence with credits. If you ever decide that you want to see the ending sequence again, just access the "Awards" screen and press Up, Up, Down, Down, Left, Right, Left, Right, B, A.

NBA COURTSIDE 2

FEATURING KOBE BRYANT

Secret Teams

At the main menu, highlight either Quick Play or Arcade Play, then, press A + C at exactly the same moment. At the Team Select Screen, three special teams will become selectable.

Secret Room Codes

At the main menu, press C and C simultaneously. A message will appear on the screen saying you have found the Secret Room. Now enter any of the following codes. You won't get any special confirmation after entering a correct code, but you will return to the main menu. You'll have to start a game to see the effects.

Big Heads (Away team only)—C, C, C, C, C, A

Big Heads (Home team only)—C, C, C, C, A

Big Heads (Both teams)—C, C, C, C, C, C, C, A

Long Necks (Both teams)—C, C, C, C, C, C, A

Small Players (Away team only)—C, C, C, A

Small Players (Home team only)—C, C, C, A

Small Players (Both teams)—C, C, C, A

At the "Team Select" screen, press C seven times. You'll hear a basketball bounce instead of a buzzer sound when you press C the seventh time. Then, press C the number of times indicated below to make all the home team's players be that particular person. You may also select the secret player for the away team by pressing Z and then entering in another code. For example, if you want the home team to be made up of all Kobe Bryants and the away team to be made up of all Minor Arakawas, press C seven times, C three times, Z, C seven times, C ten times.

Kobe Bryant—3

Ken Griffey Jr.—4, 19

Random NBA Player—5

Minor Arakawa—10

Tim Bechtel—11

Steve Bolender—12

John Brandwood—13

David Bridgham—14

Scott Bush—15

Marc Doyal—16

Mike Fukuda—17

Jeff Godfrey—18

Roger Harrison—20

Chick Hearn—21

Robert Hemphill—22

Jim Holdeman—23

Mike Knauer—24

Kevin Kraus—25

Chris Lamb—26

Mike Lamb—27

Stu Lantz—28

Howard Lincoln—29

Ken Lobb—30

James Maxwell—31

Umrao Mayer—32

Arnie Myers—33

Dan Owen—34

Colin Palmer—35

Tom Prata—36

Ed Ridgeway—37

Henry Sterchi—38

Noah Stein—39

Faran Thomason—40

Gail Tilden—41

Russell Truelove—42

Erich Waas—43

Phil Watts—44

Armond Williams—45

THE NEW TETRIS

Turbo CPU Opponent

Choose "One Player" from the main menu, then access the "New Name" option to enter your name as "A I E Z 4 U ?". Note that this will not remain as your name if you enter the code correctly. Now start a new game with any level opponent and the computer will play at a super-fast speed.

Fast Mode

Choose "One Player" from the main menu, then access the "New Name" option to enter

your name as "2 F A S T 4 U". Note that this will not remain as your name if you enter the code correctly. Now start a game in one-player mode; after a few minutes, you won't be able to keep up with the speed of the falling blocks.

NIGHTMARE CREATURES

Cheat Password

Choose "Enter Password" from the main menu and enter the code Left, Up, C, C, C, C, C, C, Down. A cheat menu will appear, allowing you to turn on unlimited lives and weapons, play as a monster or start at any stage.

OFF-ROAD CHALLENGE

Secret Tracks

Enter any of the following codes at the "Choose a Track" screen:

- Flagstaff—Hold the L button and press Left on the D-pad, then highlight "Mojave," hold the Z button and press A.
- El Cajon—Hold the L and R buttons and press Up on the D-pad, then highlight "El Paso," hold the Z button and press A.
- Guadalupe—Hold the R button and press Down on the D-pad, then highlight "Vegas," hold the Z button and press A.

PAPERBOY

Secret Codes

Enter the following codes at the "Secret Codes" screen.

- Hitting turbo gives Super-jump—A L L U M P
- Hitting turbo gives Turbo—G O F A S T
- Throw papers backward—B A C K W A R D
- Throw papers straight ahead—F R O N T S
- Throw papers at random angles—R A N D O M
- Throw papers at 90° angles—S I D E S
- Jumbled sounds—J U M B L E
- View all newspaper headlines when you start training mode—H E A D L I N E
- Unlimited health—I N V I N C
- Unlimited papers—N O B U N D L E
- Tiny paperboy—L I T T L E
- Near-sighted paperboy—M A G O O
- Unlock all levels—O B V I O U S
- Speed up the game—R U S H
- Slow down the game—W A K I N G
- Moon gravity (jump higher)—M O O N
- All non-animated objects scream—S C R E A M
- Silly collision sounds—T H U N K
- Huge newspapers—S U N D A Y
- Time clock is ignored—U N T I M E D

PILOTWINGS 64

Wario Cameo

When you see the replica of Mount Rushmore, shoot at the giant Mario face with the Gyrocopter missiles or the cannonball shot. If you hit him, the face will change to that of Mario's arch-rival, Wario.

POKÉMON PUZZLE LEAGUE

Unlock all Puzzles in Puzzle University

At the title screen, hold Z and press A, B, R, A, A, B, R, A. You'll hear a special sound effect after entering the code correctly.

Start from Lv. 50-99 in Marathon mode

At the title screen, hold Z and press B, A, L, L. You'll hear a special sound effect after entering the code correctly.

Unlock V-Hard Game Level

At the "Game Settings" screen where you select your Game Level, hold Z and press L, L, A, B. "V-Hard" will appear on the screen after entering the code correctly.

Unlock S-Hard Game Level

At the "Game Settings" screen where you select your Game Level, hold Z and press R, L, A, B. "S-Hard" will appear on the screen after entering the code correctly.

Play in Mewtwo's Stage

When you start a two-player game, at the "Trainer Select" screen, hold Z and press B, Up, L, B, A, START, A, Up, R. The game will immediately begin after entering the code correctly. Ash will be Player 1 and Mewtwo will be Player 2.

Unlock all Trainers

When you start a two-player game, at the "Trainer Select" screen, hold Z + L + R on Controller 1 and Controller 2 at the same time. All the trainers will appear after entering the code correctly.

QUAKE

Debug Menu

Choose "Load" from the main menu; if you have a controller pak with Quake saves, press



B to exit to the password screen; if not, choose "Do Not Use Pak" to get the password screen. Now enter the password "QQQQ QQQQ QQQQ QQQQ"; you'll get a message that says "Invalid Password." Now access the Options menu and you'll find a new "Debug" option; this allows you to skip to any stage, become invincible ("God Mode") and more.

QUAKE II

Multiplayer Codes

Choose "Start" from the main menu, then select "Single" and "Load". If you have a controller pak with *Quake II* saves, press **B** to exit to the password screen; if not, choose "Do Not Use" to get the password screen. Now enter any of the following passwords, then press **B** to back out of the single-player menus and start a game in multiplayer mode to see the effects:

S3TC 00LC 0L0R S7??—Changes the background colors

S3T1 NF1N 1T3S H0T5—Infinite ammo

S3TL 0WGR V1TY ???—Low gravity

RAINBOW SIX

Level Select

From the main menu, select "Quick Start," then enter the password "F Z J F T M R 2 G 8 R Q" at the following screen and press **A**. If you entered it correctly a level select screen will appear.

255 Grenades

Whenever you have only one grenade of any type remaining, you can use this trick to give yourself 255 more. First, hold down **Z** to get ready to throw your last grenade. When the meter on the screen fills completely, let go of **Z** then immediately hold it down again. You must do this before the "Throwing Grenade" meter fills up. Keep **Z** held down and in a few seconds your grenade stock will be 255.

RAMPAGE WORLD TOUR

Stage Select

At the main menu or character-select screen, hold the **L** button and all four **C** buttons for about three seconds until you hear a signal. Now start the game. When the name of the first city appears, use the **D-pad** or joystick to warp to any stage. (You may have to press the **A** button first to bypass the Rumble Pak message.) Press **Left** or **Right** to change cities and **Up** or **Down** to change countries; you can even access the secret levels.

RAMPAGE 2: UNIVERSAL TOUR

Secret Characters

Choose "Password" from the main menu and enter any of the following codes to unlock extra characters:

S M 1 4 N—Unlock George

S 4 V R S—Unlock Lizzie

L V P V S—Unlock Ralph

N O T 3 T—Unlock Mykys

B 1 G 4 L—Unlock Purple Mykys

S R Y 3 D—Unlock Noobus

Note that you can only have one of the three alien characters unlocked at any given time.

Cheat Menu

Enter the password "B V G G Y", then access the Options menu; you'll find a new "Cheats" option that allows you to start on any stage with as many as 100 lives; it also has sound effects and movie time options.

RE-VOLT

Unlock All Cars & Tracks

At any time during a game, press **B**, **A**, **Z**, **B**, **L**, **A**, **C**. You'll hear a special sound effect after entering it correctly.

READY 2 RUMBLE BOXING

Access Special Classes & Unlock All Boxers

Enter any of the following passcodes at the "Name Your Gym" screen when you start a new game in Championship mode. You'll be able to begin the championship at the specified class with all of the boxers available to you.

B R O N Z E—Bronze Class (In Arcade Mode, Kemo Claw is also unlocked)

S I L V E R—Silver Class (In Arcade Mode, Kemo Claw and Bruce Blade are also unlocked)

G O L D—Gold Class (In Arcade Mode, Kemo Claw, Bruce Blade and Nat Daddy are also unlocked)

C H A M P—Champ Class (In Arcade Mode, all boxers are also unlocked)

RESIDENT EVIL 2

Cheat Codes

From the main menu, select "Load Game," then input any of the codes below. You'll automatically return to the main menu after entering a correct code.

Invincibility—Down, Down, Down, Down, Left, Left, Left, Left, **L**, **R**, **R**, **L**, **C**, **C**
Infinite Ammo—Up, Up, Up, Up, Right, Right, Right, Right, **L**, **R**, **L**, **R**, **C**, **C**

RIDGE RACER 64

Secret Caddy Car

From the main menu, select "Grand Prix." Then, play the Stage 1 course (Ridge Racer Novice). When the race begins, turn your car around immediately and run into the wall that was behind your car. If you're going about 60 mph or above, you'll drive right through it and race through a mirrored version of the course. Win the race on this mirrored course and you'll obtain the secret Caddy Car, which has the highest top speed of all the cars in the game.

ROAD RASH 64

Codes

You'll hear a special sound effect to confirm each code:

Unlock all levels and fast bikes—**C**, **C**, **C**, **C**, **L**, **R**, **C**, **Z**

Scooter level—**C**, **C**, **C**, **C**, **C**, **L**, **C**

Unlock Cop Mode—**Z**, **C**, **C**, **C**, **C**, **Z**, **L**, **R**, **C**

ROADSTERS TROPHY

Secret Codes

At the Driver Select screen, press **Z** to rename your character to any of the names below. Note the upper and lower case characters and spaces. You'll hear someone say "Congratulations!" after entering a correct code. Anyway—Race circuits in any direction.

Gimme ALL—Unlock all cars and circuits.

fastBUCKS—Start with \$250,000.

EasyMoney—Start with \$1,000,000.

Trophies—Start with Division 2 and 3 trophies. (Note the space before the "T")

Smurfing—All voices become high-pitched.

BigWheels—Cars have huge wheels.

Skywalker—Cars have lens flares instead of wheels.

Car Radio—Cars become tiny.

Chopper—Different camera angle.

Extra rez—High resolution setting becomes unlocked in the Options menu.

ROBOTRON 64

"Setup" Menu Cheats

Choose "Setup" from the main menu, then enter any of the following codes at the Setup menu:

• 50 Lives—Press **Up**, **Up**, **Down**, **Down**, **Left**, **Right**, **Left**, **C**, **C**, **C**, **C**, **C**

• Level Select—Press **Down**, **Up**, **C**, **Down**, **C**, **C**, **Down**, **C**; you'll automatically return to the main menu. Choose "Setup" again and you'll find a new option that lets you start at any level.

• "Game Boy Mode"—Press **Up**, **Down**, **Right**, **C**, **Down**, **Up**, **Left**, **C**, **Up**, **Down**

• Demo Mode—Press **Left**, **Right**, **Up**, **Down**, **C**, **C**, **C**, **C**, **Left**, **Right**, **Up**, **Down**, **C**, **C**, **C**, **C**

Instant Power-Ups

At any time during the game—not while paused—you can give yourself power-up items and weapons on demand. Just enter one of the codes shown below; do them quickly for best results. This can only be done five times in each stage.

Shield—**Down**, **Left**, **C**, **C**

Two-Way Weapon—**Up**, **C**, **Up**, **C**

Three-Way Weapon—**Right**, **Right**, **C**, **C**

Four-Way Weapon—**Down**, **Down**, **Up**, **Up**

Radiation Spray—**Up**, **Down**, **C**, **C**

Speed Up—**Left**, **Left**, **Right**, **Right**, **C**

Flamethrower Weapon—**Down**, **Right**, **Down**, **Right**, **C**

ROCKET: ROBOT ON WHEELS

Secret Codes

During gameplay, press **START** to pause, then enter any of the codes below. You should hear a confirmation sound indicating the code was entered successfully.

All vehicles—**Up**, **Down**, **Z**, **Left**, **Up**, **Down**, **Left**, **Down**

Heavier rocket—**Up**, **Right**, **Right**, **R**, **Right**, **R**, **Z**, **R**, **Up**

Low friction—**Up**, **R**, **R**, **Left**, **Z**, **Down**, **Left**, **Up**, **Right**

Low gravity—**Z**, **R**, **Z**, **Down**, **R**, **R**, **Right**, **Right**, **R**

Super Grab Field—**Down**, **Left**, **Right**, **Z**, **Down**, **Right**, **Down**, **Down**, **Left**

Super Speed—**Z**, **Right**, **Down**, **Up**, **Down**, **R**, **Up**, **Down**, **Left**, **Up**

SAN FRANCISCO RUSH

Circuit Password + Secret Car

Choose "Circuit" from the Start Game menu, select "Just Play", then access the "Enter Code" option at the Circuit menu and enter the following passcode:

8 D P 5 K G 5 L 4 G 5 9 P

G 9 2 W V C Q Y O D R D Q

Now choose "Continue Circuit" at the next screen to race on "Track 5 Backward & Mirrored;" when the race starts, intentionally allow the timer to run out. You will be credited with a circuit victory. Now exit the Circuit mode and start a game in any mode. When the track-select screen appears, press the **Z** button four times; you should hear a signal to confirm the code. When you advance to the car-select screen, you will find a new vehicle, the "Team Rush" Formula 1 racer.

Secret Alcatraz Track

First, enter the Circuit Password and earn the circuit trophy as explained above. With that code in place, enter "One Race" mode and follow these instructions:

1) At the Select Car screen, hold **C**, press **Z**, release both, tap **Left** on the **D-pad**, then press **B** three times to return to the main menu.

2) Choose "Setup;" at the setup screen, hold **C**, press **Z**, release both, tap **Up** on the **D-pad**, then press **B** to return to the main menu.

3) Choose "One Race" again; at the Select Track screen, hold **C**, press **Z**, release both, tap **Right** on the **D-pad**, then press **A** to advance to the Select Car screen.

4) At the Select Car screen, hold **C**, press **Z**, release both, tap **Down** on the **D-pad**, then the **L** button, then the **R** button; you'll hear a signal to confirm the code. Now press **B** to return to the Select Track screen, where you'll find that Track 7 is now available.

"Setup" Screen Cheats

Each of the following codes works at the Setup menu (the one that says "Options/Controls/Audio"):

• To disable the in-game timer, hold **Z** and enter the following code: Hold **C**, press **C**, release both, hold **C**, press **C**

• To disable the automatic abort feature, press the **C** button four times; now your car won't be picked up and returned to the main course if you get stuck against a wall.

• To disable vehicle collisions (you can drive right through the other cars) press **Left**, then hold **Right** on the **D-pad** and press **C**, then release both and press **C**, **C**, **C**, **C**

• To change the game's detailed polygon textures into flat shades of color, hold **C**, press **L**, release both, press **Z**, hold **C**, press **L**, release both, press **Z**

• When your car crashes, you will return to the closest possible spot near the crash if you hold the **Z** button at the Setup menu and enter the following code: Hold **C**, press **C**, release both, hold **C**, press **C**

• To turn all of the traffic cones in the game into mines, press **L**, **R**, **L**, **R**, **L**

• To turn the courses upside-down, press **Up**, **Right**, **Down**, **Left**, **Down**, **Right**, **Up**, **Left**

• To change the game's gravity, hold **Z**, press **Up**, **Down**, then release **Z** and press **Up**, **Down**, **Up**, **Down**. Repeat the code up to three times for three different gravity settings.

"Select Car" Screen Cheats

Each of the following codes works at the "Select Car" menu:

• To change the height of your car, hold **C**, press **C**, release both, hold **C**, press **C**. Repeat up to four times for different heights.

• To change the size of your vehicle's front tires, hold **C**, press **C**, release both, hold **C**, press **C**. Repeat the code for different tire sizes.

• To change the size of your vehicle's rear tires, hold **C**, press **C**, release both, hold **C**, press **C**. Repeat the code for different tire sizes.

• To start your vehicle on fire, hold **C** and press **Z** four times; enter the code a second time to put out the fire, and again to return the vehicle to normal.

• To change your car into a mine, press **C**, **C**, **Z**, **C**, **C**, **C**, **C**, **C**

• To change the color of the fog in the game, hold **Z** and press **C** three times; repeat the code to get different colors.

Extra Camera Angles

While driving with one of the two "external" camera angles, hold the **L** button and press **Up** or **Down** on the **D-pad** to change the distance between the camera and your vehicle.

Drive at Night

During the game, press **START** to pause and choose "Options" from the pause menu. Highlight the "Fog" option and cycle through the different settings by pressing **Left** or **Right**. If you hold all four **C** buttons, you'll see that the "Extreme" fog setting has been replaced with a new option called "Foggy Night."

SNOWBOARD KIDS

Cheat Code

At the main menu—the one that says "Start / Lesson / Option"—carefully enter the following code: Press **Down**, **Up** on the analog joystick, then **Down**, **Up** on the **D-pad**, then **C**, **C**, **L**, **R**, **Z**, then **Left** on the **D-pad**, **Up** on the analog joystick, **B**, **Right** on the **D-pad**, **C**, **START**; you should hear one of the characters yell, "Yeah!" as the screen fades to black. This code unlocks the secret character, Sinobin, three secret courses (QuickSand Valley, Silver Mountain and Ninja Land) and a new "Special" board style in the Board Shop.

SNOWBOARD KIDS 2

Cheat Code

At the title screen, carefully enter the following code: Press **Z**, **B**, **C**, **Down** on the **D-pad**, **Left** on the analog joystick, **Right** on the analog joystick, **Up** on the **D-pad**, **R**, **Z**, **A**. This code unlocks the secret characters, the secret courses and a new "Special" board style in the Board Shop.

SOUTH PARK

Cheat Menu

Choose "Enter Cheat" from the main menu and enter the passcode "BOBBYBIRD". This adds a new selection called "Cheats" to the main menu and the "paused" menu. The cheats menu allows you to become invincible, skip stages, access all weapons, unlock all of the characters in multiplayer mode and more.

SPACE STATION SILICON VALLEY

Alternate Introductions

When the DMA logo appears at the beginning of the game, hold the **A** button to change the logo animation to a slightly different sequence. Hold the **B** button instead for a longer logo scene.

Stage Select

At the Bank Select menu, enter any of the following codes to unlock the game's levels.

Note: You must enter the codes quickly—and use the **D-pad**, not the analog stick.

Unlock all Euro Eden levels—**Up**, **Down**, **L**, **Z**, **Down**, **Up**, **Z**, **Down**

Unlock all Arctic Kingdom levels—**Up**, **Down**, **Z**, **L**, **Down**, **C**, **Z**, **Down**

Unlock all Jungle Safari levels—**Up**, **Down**, **L**, **Z**, **Down**, **C**, **Z**, **Down**

Unlock all Desert Adventure levels—**Up**, **Down**, **L**, **Z**, **Down**, **Left**, **Z**, **Down**

Unlock "Big Celebration Parade"—**Up**, **Down**, **L**, **Z**, **Down**, **Right**, **Z**, **Down**

Unlock secret shoot-'em-up level—**Down**, **Up**, **Z**, **L**, **Down**, **Left**, **Z**, **Down**

STAR WARS: EPISODE I RACER

Cheat Menu

Choose "Tournament" from the main menu. When the "Select Player" screen appears, choose any "empty" slot. When the "Please Enter Your Initials" screen appears, enter the passcode "R R T A N G E N T A B A C U S"

by holding the **Z** button and pressing **L** to select each letter. Note that this procedure is not the same as choosing letters with the **A** button; if you hold **Z** and select letters with **L**, your code will appear in much smaller letters in the lower left corner of the screen. Also, you must complete the code by continuing to hold **Z** as you highlight "END" and press **L**; the letters "OK" will appear in the corner of the screen if you've entered a code properly.

With this code in place, release **Z** and enter your initials. Next, start a race and press **START** to pause. At the pause menu, press **Left**, **Down**, **Right**, **Up** on the **D-pad**; a new



option called "Game Cheats" will appear. At the "Game Cheats" menu, use the joystick and D-pad to highlight the different options and change their parameters. You can make yourself invincible or "mirror" the track at this screen or even adjust the parameters that the game uses to determine when a collision will destroy your vehicle. Highlight "Edit Vehicle Stats" and press **A** to access another menu that allows you to tweak the performance of every vehicle in the current race. Also, if you set the "Debug Level" option to anything but 0, you can also use the following commands at any time during a race:

- Hold **Up** on the D-pad to fast-forward
- Hold **Down** on the D-pad to reverse at high speed
- Press **Right** on the D-pad to self-destruct
- Hold **Left** on the D-pad to make your vehicle invincible
- Hold **Z** + **Left** on the D-pad to see an x-ray view of the current screen (this also works at the menu screens after and between races)

Special Control Scheme

Using the procedure described above under "Cheat Menu", enter the passcode "R R D U A L" at the "Please Enter Your Initials" screen and remember to choose "END" with the Z and L buttons to get the "OK" signal. This code changes the game to allow you to use the analog joysticks on two controllers to drive your pod racer. Pressing **Up** on the joystick propels you forward, press **Down** to steer. The controller ports are assigned as follows:

- Player 1, left pod: Controller 1
- Player 1, right pod: Controller 3
- Player 2, left pod: Controller 2
- Player 2, right pod: Controller 4

Note that the controls may not work properly if you plug the extra controller(s) in after the game has already been turned on. For best results, make sure you have all of the necessary controllers connected to the N64 before you turn the machine on.

STAR WARS: ROGUE SQUADRON

Secret Passcodes

Choose "Passcodes" from the Options menu and enter any of the following codes to unlock different features:

- A C E—Higher difficulty
- B L A M E U S—Group shot of developers
- C H I C K E N—Access bonus level
- C R E D I T S—See the game's credits
- D E A D A C K—Unlocks all stages at the Select Level screen
- D I R E C T O R—Enables "Showroom" menu at the Options screen
- F A R M B O Y—Unlock Millennium Falcon at the "Select Your Craft" screen
- I G I V E U P—Infinite lives
- K O E L S C H—Changes the V-Wing into an automobile

M A E S T R O—Enables the "Concert Hall" option at the "Showroom" menu

- R A D A R—Alternate radar
- T O U G H G U Y—Finish levels with 0:00 completion time, all friendly saves and bonuses collected
- T I E D U P—With the "FARMBOY" code in place, highlight the Millennium Falcon at the "Select Your Craft" screen and press **Up** to access the TIE Interceptor

Unlock Naboo Starfighter

Choose "Passcodes" from the Options menu. Enter the code "H A L I F A X ?" and select "Enter Code," then enter the code "I Y N G W I E !" and select "Enter Code" again. You won't get any confirmation that the codes have been accepted, but the next time you're at the "Select Your Craft" screen you'll see that the Naboo Fighter from *Star Wars Episode I: The Phantom Menace* has been permanently added to the list of available ships.

See Developers' Heads

Choose "Passcodes" from the Options menu. Enter "H A R D R O C K," "B E R G L O W E" or "W U T Z I" and select "Enter Code." If you start a game and then return to the title screen, you'll see that Luke's head will be replaced by one of the developer's heads!

STAR WARS: SHADOWS OF THE EMPIRE

Cheat Mode

Enter your name as "___Wampa___Stompa" or use the "Rename" option to change your name to this. Note that there's a space before "Wampa" and two spaces before "Stompa," and that the "W" and "S" are the only letters that are capitalized. Now start the game and

enter any stage. During the game, press **START** to pause; when the pause menu appears, hold **L** + **R** + **Z** + **C** + **C** + **C** + **C** + **Left** on the D-pad. While continuing to hold those buttons down, point the analog joystick slightly to the left—not all the way to the left—and hold it there until you hear a sound. After you hear the sound, point the analog joystick slightly to the right—not all the way to the right—and hold it there until you hear another sound. Repeat the process with the analog stick to the left again, then again to the right, and once more to the left; you should hear a sound to confirm at each step, and at the end of the procedure, a cheat menu will appear at the top of the screen in pink letters. (Now you can release all of the buttons!) Use **L** and **R** to scroll through the different cheat codes and press **A**, **B** or **START** to activate the one you wish to use as follows:

- Get all stuff (weapons, items)
- Invincibility
- 50 lives
- Sleepy villains (press **Up** on the analog joystick to change the message to "Villains are sleepy," now all of your enemies are frozen in place and won't attack you. Press **Down** to deactivate.)
- Kill Dash
- Teleport (to another location in the current stage)
- (Skip to) Next level
- (Restart) This Level
- (Return to) Previous Level
- Wall Ghost (Press **Up** on the analog joystick to turn this option "on," now you can walk into walls and go right through locked doors. Press **Down** to deactivate.)

You'll notice the new item at the pause menu called "Game Secrets;" check this out to find some additional cheats that you can use in certain stages; one of them gives you a fully three-dimensional mapping system. Finally, with this cheat code in place, if you choose "Quit" from the pause menu and return to the stage-select menu, you'll find that all of the game's stages have been unlocked.

Play as X-Wing or TIE Fighter

Play through the Skyhook Battle stage until you reach the Skyhook station. Once you're given control of the Outrider, change the camera angle until you have a view of the Outrider from behind. Next, press **START** to pause, then hold **Left** + **L** + **R** + **Z** + **C** + **C** + **C**; with all of those buttons held down, press **Up** and **Down** on the joystick to change your ship to an X-Wing or Imperial TIE Fighter.

Control Enemy Characters & Vehicles

Enter your name as "___Wampa___Stompa" or use the "Rename" option to change your name to this, with the exact specifications as described above under "Cheat Mode." Now start the game and press **START** to pause; when the pause menu appears, choose "Options" and set the controls to "Traditional." Now you can take control of other characters in the game as follows:

- In the "Battle of Hoth" stage, play until the AT-STs appear, then hold **C** and press **Up**, then press **C** repeatedly until you see an over-the-shoulder view of an AT-ST. Press **Left** or **Right** on the D-pad to steer it or hold **Up** to fire its primary weapon. You can still control your snowspeeder with the analog joystick while you're in AT-ST mode (if you can see it!) Once the code is in place, press **C** to toggle between the snowspeeder and the AT-ST.
- In the "Escape from Echo Base" stage, hold **C** and press **Left** on the D-pad; you'll be controlling one of the Wampa creatures that are being held in cages on this level. (Note: This code won't work at the "Easy" difficulty level because the first Wampa cage will be empty.) You can still control Dash with the analog stick while playing as the Wampa. Use the D-pad to control the Wampa; hold **Down** to attack. Once the code is in place, press **C** to switch between Dash and the Wampa.
- Also in the "Escape from Echo Base" stage, hold **C** and press **Right** on the D-pad; you'll be controlling an Imperial Stormtrooper. You can still control Dash with the analog stick while playing as the Snowtrooper. Use the D-pad to control the Snowtrooper; hold **Down** to fire. Once the code is in place, press **C** to switch between Dash and the Snowtrooper.
- In the "Gall Spaceport" stage, hold **C** and press **Left** on the D-pad to control a Wampa or **Right** on the D-pad to control an Imperial Stormtrooper; these both work as described

under "Escape From Echo Base" above.

- In the "Imperial Freighter Suprosa" stage, hold **C** and press **Right** on the D-pad to control a Stormtrooper as described above.
- In the "Sewers of Imperial City" and "Xizor's Palace" stages, hold **C** and press **Right** on the D-pad to control one of Prince Xizor's armored guards.

SUPERCROSS 2000

Secret Codes

At the Select Event screen, Press **C**. A prompt will appear that will allow you to enter any of the codes below. You'll get confirmation from the announcer after entering a correct code. If the code is incorrect, the announcer will say something negative, like "That just can't be fun."

- N O C R 4 S H—The bikes never crash
- B I G B I K 3 S—The bikes are big
- G I 4 N T S—Giants on mini-bikes
- M 3 R C V R Y—Mercury gravity
- V 3 N V S—Venus gravity
- M O O N—Moon gravity
- M 4 R S—Mars gravity
- J V P I T E R—Jupiter gravity
- S 4 T V R N—Saturn gravity
- N 3 P T V N 3—Neptune gravity
- P L V T 0—Pluto gravity
- H O P—Add hop button
- M O R 3 C 4 M S—Extra camera modes
- N O R I D 3 R S—No riders on bikes
- H 3 4 D L 3 S S—Headless riders
- B L O C K M 3—Opponent riders get in your way
- N O O F F T R 4 C K—No more off track
- S K I P P 1 N G O K—No more getting reset
- B I G S P R 4 Y—Bigger dirt spray

SUPERMAN

Super Cheat Code

At the main menu—the one that says "New Game," "Load Game," etc.—press **C**, **C**, **C**, **C**; you'll hear Clark Kent say "This looks like a job for Superman!" to confirm the code. Now you can enter the following codes at any time during the game:

- To skip the current level, press **START** to pause the game, then press **C**, **C**
- To refill your energy meter, press **START** to pause the game, then press **Z**, **R**
- To refill your super-speed ability, press **START** to pause the game, then press **R**, **Z**
- To refill your freezing breath ability, press **START** to pause the game, then press **Z**, **L**
- To refill your heat vision ability, press **START** to pause the game, then press **R**, **L**
- For super punching ability, press **START** to pause the game, then press **L**, **Z**

TARZAN

Stage Select

At the main menu, enter the following code using the D-pad (not the analog joystick): **Left, Left, Right, Right, Up, Down, Left, Right, Up, Up, Down, Down, Down, Down**. A new menu item, "Cheats" will appear. After entering this menu, you can press **Right** and **Left** to cycle through the different lists of stages.

TETRISFHERE

Secret Game Mode

Choose "Single" from the main menu, then choose the "New Name" option and enter the name "LINES". A new game mode called "Lines" will appear at the bottom of the menu on the right side of the screen.

Stage Select

Choose "Single" from the main menu, then choose the "New Name" option. At the name entry screen, hold **C** + **C** and press the **L** button; you'll see the numbers on the menu change to different characters. Use these new characters to enter the following "name": Saturn, Flying Saucer, Rocketship, Heart, Skull. Now choose "Start" and enter the "Rescue," "Hide & Seek" or "Puzzle" game modes; you'll find that you can now choose any stage to start on.

Bonus Music

Choose "Single" from the main menu, then choose the "New Name" option. At the name entry screen, hold **C** + **C** and press the **L** button as above to change the numbers on the menu to different characters. Enter the name "GAMEBOY" but use the alien head character in place of the letter "A". Now access the Audio options from any point in the game and you'll find ten secret music tracks that sound suspiciously like Game Boy tunes.

TONY HAWK'S PRO SKATER

Cheat Codes

At any time during gameplay, press **START** to pause the game, then hold down **L** and enter any of the codes below. You'll see the text on the screen shake from left to right upon entering a correct code. You may have to restart a game or back out to the main menu to see some codes' effects.

- Slow motion—**Down**, **Down**, **C**, **C**, **Left**
- Fast motion—**Right**, **Up**, **Down**, **Down**, **Up**, **Down**
- High speed—**C**, **Left**, **C**, **C**, **Up**, **Down**, **Right**
- Add "Skip to Restart" menu item—**C**, **C**, **C**, **Up**, **Down**
- 10 point stats—**C**, **C**, **Left**, **Up**, **C**
- 13 point stats—**C**, **C**, **Left**, **Up**, **Down**
- Score x10—**Down**, **Right**, **Up**, **Right**, **Up**, **Left**, **C**
- Obtain all tapes—**C**, **Left**, **Up**, **C**, **C**, **Right**, **Down**, **Up**
- Perfect balance—**C**, **C**, **Left**, **C**, **Right**, **Up**, **Down**
- Girl's picture—**C**, **C**, **C**, **C**, **C**, **C**

TOP GEAR OVERDRIVE

Cheat Codes

Each of the following codes can be activated by highlighting different options at the main menu screen and pressing the **Z** button at each one. Each time you enter a code correctly, you'll hear a sound and a smiley face will appear at the bottom of the screen.

- Unlock first bonus car—Highlight "Credits," then "Versus," then "Setup," then "Championship," then "Versus," then "Versus" again, pressing the **Z** button at each stop.
- Unlock second bonus car—"Championship," "Credits," "Versus," "Setup," "Versus," "Championship," "Setup," then "Credits"
- Unlock third bonus car—"Versus," "Versus," "Championship," "Credits," "Championship," "Versus," "Championship," "Credits," "Credits," "Setup," "Versus," then "Setup"
- Unlock all cars—"Credits," "Credits," "Versus," "Credits," "Setup," "Championship," "Championship," "Versus"
- Skip to Season 4—"Versus," "Championship," "Championship," "Credits," "Setup," "Setup," "Championship"
- Skip to Season 5—"Setup," "Championship," "Credits," "Versus," "Championship," "Setup," "Credits," "Setup," "Championship," "Versus," "Credits," "Setup," "Championship," "Versus," "Credits," "Setup," "Championship"
- Skip to Season 6—"Credits," "Setup," "Versus," "Championship," "Championship," "Credits," "Setup," "Championship," "Versus," "Credits," "Setup," "Championship," "Credits," "Setup," "Championship"
- Alternate credits—"Setup," "Setup," "Championship," "Versus"

TOP GEAR RALLY

Cheat Codes

Each of the following codes can be entered at any time during the game, but it's best to do them slowly and deliberately while you're at the menu screens before the race:

- Access all cars (except bonus cars)—**A**, **Left**, **Left**, **C**, **A**, **Right**, **Z**
- Access All Tracks (except Mirror Tracks)—**A**, **Left**, **Left**, **Right**, **Down**, **Z**
- Access Mirror Tracks—**Right**, **Up**, **Left**, **C**, **Right**, **Down**, **Z**
- Access Milk Truck—**Down**, **A**, **Right**, **Z**, **Right**, **Up**, **C**
- Access Helmet Car—**Up**, **Up**, **Z**, **B**, **A**, **Left**, **Left**
- Access Ice Cube Car—**C**, **Up**, **B**, **Right**, **A**, **C**, **A**, **Right**
- Access Beach Ball Car—**B**, **B**, **A**, **Left**, **Left**, **C**, **A**, **Right**
- Access Mirror Cars—**Right**, **Up**, **Left**, **C**, **C**, **A**, **Right**, **Z**. With this code in place, press **C** at the Car Select screen to change any car into a mirror-textured vehicle.

TOP GEAR RALLY 2

Secret Codes

Enter any of the codes below at the main menu. You may disable a code by entering it a second time. For the Hi Res Mode code, an expansion pak is required.

- Hi Res Mode—**C**, **C**, **Left**, **L**, **L**
- Chubby World View—**Z**, **C**, **L**, **Up**, **Right**
- No Depth View—**Z**, **C**, **R**, **Up**, **Right**
- Speed Warp View—**Z**, **C**, **R**, **Up**, **Right**
- Speed Based Aspect Ratio—**Z**, **C**, **L**, **Up**, **Right**
- Intoxicated AI Cars—**C**, **C**, **Right**, **Right**, **Down**



3XTREME

Cheat Codes

At the main menu, highlight "memory card" and press **Right** or **Left** to access the "codes" option. Now you can enter any of the following codes to access special features:

tr i x y—Unlock all courses in Freestyle mode
v o u y e u—Unlock all courses in Exhibition mode
a s t r o m e n—Unlock three alien characters
w h i t e l i n e—Unlock white car
r e d l i n e—Unlock red car
b l u e l i n e—Unlock blue car
l u g n u t—Unlock Lug Nut (like Frankenstein)
d o m i n i q u e—Unlock Dominique (like Bride of Frankenstein)
t p—Unlock TP (mummy)

AKUJI THE HEARTLESS

Debug Menu

Pause the game, then hold **L2** or **R2** and press **Left**, **Up**, **△**, **Right**, **□**, **Left**, **△**, **Up**, **Down**, **Right**, **Right**. This gives you access to the level select menu.

Invincibility

Pause the game, then hold **L2** or **R2** and press **Right**, **Right**, **Left**, **△**, **X**, **Up**, **□**, **Left**.

Unlimited Voodoo Spells

After earning a Voodoo Spell, pause the game, then hold **L2** or **R2** and press **Left**, **△**, **Left**, **Left**, **□**, **Right**, **□**, **Up**, **Up**, **Down**.

ALEXI LALAS INTERNATIONAL SOCCER

Unlock Secret Teams

From the main menu, select "Friendly Match." Next, move the cursor down to the team name at the next screen that appears. Then enter any of the following codes below. You'll hear a special sound effect after entering a correct code. When you unlock the first secret team, the "Secret" category of teams will appear among the names of continents at this screen. All the teams below will appear within the Secret category.

Brazil 1970—**R1**, **R1**, **Right**, **Right**
Die Mannschaft—**R2**, **R2**, **Right**, **Right**
England 1966—**L1**, **L1**, **Right**, **Right**
All Time—**L2**, **L2**, **Right**, **Right**
Aus Asia Stars—**R1**, **Up**, **Up**, **Right**, **Right**
Africa Stars—**R2**, **Up**, **Up**, **Right**, **Right**
Oranje—**L1**, **Up**, **Up**, **Right**, **Right**
Azzuri—**L2**, **Up**, **Up**, **Right**, **Right**

APOCALYPSE

Cheat Codes

At any time during the game, press **START** to pause, then enter any of the following codes:
Invincibility—Hold **L1**, press **Down**, **Up**, **Left**, **Left**, **△**, **Up**, **Right**, **Down**
All Weapons—Hold **L1**, press **□**, **Up**, **Down**, **X**, **□**

Infinite Lives—Hold **L1**, press **△**, **O**, **X**, **□**
Restore Health—Hold **L1**, press **X**, **△**, **O**
See Programmers' Debug Info—Hold **L1**, press **Down**, **Down**, **△**
Stage Select—Hold **L1**, press **△**, **Up**, **X**, **Down** (this code adds a stage-select option to the "Paused" menu as well as the main menu)

ARMORED CORE: MASTER OF ARENA

Fix Camera's Position

At any time during gameplay, press **O** + **X** + **START**. The game will pause. When you press **START** again to unpause, the camera will be fixed at its current position. Pause and unpause the game once more to return the camera to its normal behavior.

First Person Camera View

At any time during gameplay, press **△** + **□** + **START**. The game will pause. When you press

START again to unpause, the camera will move to a first person view. Pause and unpause the game once more to return the camera to its normal behavior.

ARMORED CORE: PROJECT PHANTASMA

Fixed Camera

While in the middle of a mission, hold **O** + **X** and press **START** to pause the game. Press **START** again to return to the game and the camera will stay fixed in place. Pause and unpause the game to return the camera to normal.

1st Person View

While in the middle of a mission, hold **△** + **□** and press **START** to pause the game. Press **START** again to return to the game; the camera will now give you a first-person view. Pause and unpause the game to return the camera to normal.

Change Raven's Nest Background

From the main menu, select "Garage", then select "Edit Emblem". While you are in this mode, hold **L1** + **R1** and press **SELECT**. The background texture will change to whatever is the current emblem.

ARMY MEN: AIR ATTACK

Passwords

Unlock all Copilots—**Up**, **Down**, **Up**, **Down**, **Up**, **Down**, **Up**, **Down**
Unlock bonus ending cinematic—**□**, **Down**, **X**, **Down**, **Right**, **Right**, **Up**, **Up**
Mission 2—**X**, **Down**, **Left**, **Left**, **□**, **O**, **Right**
Mission 4—**Down**, **Down**, **□**, **□**, **Left**, **Right**, **O**, **X**
Mission 5—**Right**, **Right**, **X**, **O**, **Down**, **Up**, **Down**, **Up**
Mission 7—**□**, **O**, **X**, **□**, **Left**, **Up**, **Right**
Mission 8—**Right**, **Down**, **Left**, **Up**, **△**, **Down**, **Up**, **Down**
Mission 9—**O**, **O**, **Right**, **Up**, **Right**, **Up**, **X**, **X**
Mission 10—**X**, **Down**, **Down**, **Down**, **Down**, **X**, **Left**, **Right**
Mission 11—**△**, **Up**, **O**, **Down**, **□**, **Left**, **X**, **Right**
Mission 12—**Up**, **Up**, **△**, **Left**, **Left**, **O**, **O**
Mission 14 (2-player)—**Left**, **Down**, **Left**, **Down**, **□**, **O**, **□**, **O**
Mission 15—**□**, **Right**, **Left**, **O**, **O**, **Up**, **Down**, **□**
Mission 16—**Down**, **Up**, **Down**, **Up**, **△**, **O**, **△**, **O**

ARMY MEN: SARGE'S HEROES

Unlock All Levels

At the main menu, hold **L1** + **R1** + **□** and press **Up**, **Down**, **Left**, **Right**. After entering the code correctly, you'll hear a special sound effect.

All Weapons & Infinite Ammo

At any time during gameplay, press **START** to pause, then press **□**, **O**, **R1**, **L1**. You must press this button combination quickly, otherwise it won't work. After entering the code correctly, the words "Power Up!" will zoom out from the center of the screen.

ASTEROIDS

Cheat Codes

Enter any of the following codes at the title screen while the words "PRESS START" are flashing:

Unlock Secret Excalibur Ship—Hold **SELECT** and press **△**, **O**, **O**, **△**, **□**, **O**
Stage Select/Invincibility—Hold **SELECT** and press **□**, **△**, **O**, **△**, **□**, **O** (With this code in place, start the game, then hold **SELECT** and press **START** to access a secret menu that allows you to select any stage or turn the "Collision" off to become invincible. Once you've picked a starting stage, press **L1** to warp there.)

Unlock "Classic Asteroids" Game—Hold **SELECT** and press **O**, **O**, **O**, **△**, **□**, **□**, **O**

"Classic Asteroids" Codes

While playing "Classic Asteroids," press **START** to pause the game and enter any of the following cheat codes whenever necessary:

One extra life—**Up**, **Down**, **Left**, **Right**, **O**, **□**, **X**, **△**
99 Lives—**Up**, **X**, **Down**, **△**, **Left**, **□**, **Right**, **O**, **Invincibility**—**Down**, **Down**, **Up**, **Up**, **O**, **□**, **△**, **△**

BATTLETANK: GLOBAL ASSAULT

Secret Codes

Enter any of the following codes from the "Input Code" screen within the "Game Setup" menu:

All tanks on—**T H R T N**
All weapons on—**S R T H M B**
Level Select on—**B C K D R**
Lots of tank bucks on—**D P P C K T S**
Brandon gang on—**S M S L G N G**
Cassandra gang on—**N S T Y G R L**

BOMBERMAN WORLD

Secret Passwords

Choose "Game Mode" at the main menu, then select "Normal Game" and access the "Password" option. Now you can enter any of the following codes to unlock special features:

3 6 3 3—Unlocks two extra stages in Battle Game mode
1 6 2 2—With this code in place, enter a Battle Game and choose Stage 1 (Standard) to play with all of the blocks removed
6 8 3 3—With this code in place, enter a Battle Game and choose Stage 1 (Standard) to start with all of the characters in the middle of the screen instead of at the outside edges

BUGS BUNNY: LOST IN TIME

Unlock All Stages

At the "Era Selector," point Bugs to an Era that is currently inaccessible. Hold **L2** + **R1** and press **X**, **□**, **R2**, **L1**, **O**, **X**, **□**, **□**. You'll then be able to enter any stage.

BUST-A-MOVE 4

Secret Codes

Each of the following codes should be entered quickly at the title screen, while the words "PUSH START BUTTON" are flashing. You'll hear a sound to confirm each one:

• **Access All Characters**—**Right**, **Right**, **△**, **Left**, **Left**

This code unlocks all of the hidden characters—Monsta, Woolen, Maita, Packy, Dreg and Madam Luna—if you haven't already earned them.

• **Tarot Reading**—**Up**, **△**, **Down**, **△**, **Up**

This code adds a new option called "Tarot Reading" to the Option menu.

• **"Ura" Puzzle Mode**—**△**, **Left**, **Right**, **Left**, **△**
 This code gives you a completely different collection of puzzles in the game's "Puzzle" mode.

• **"Talk Demo" Mode**—**□**, **Up**, **Left**, **Down**, **Right**, **Up**, **□**, **Down**, **Left**, **Up**, **Right**, **Down**, **□**
 Note: This code will not work unless you enter the "Access All Characters" and "Tarot Reading" codes first. It gives you a new option called "Talk Demo" at the Option menu.

BUST-A-MOVE '99

Extra Worlds

At the title screen, quickly press **O**, **Left**, **Right**, **O**. A small green character will appear on the lower right corner of the screen when the code is successfully input. Now start the game in "Puzzle Game" mode to play in a world

that's different from the normal "Puzzle Game" setting.

CENTIPEDE

Unlock All Stages

Choose "Adventure" from the main menu. When the stage select screen appears, press **R1**, **R1**, **R2**, **R1**; now you can choose any stage. **Extra Lives**

Start a game in Adventure mode, then press **START** to pause. At the pause screen, press **L1**, **L1**, **L2**; you'll hear a signal to confirm. Now you can increase the number of lives you have in reserve at any time by pressing **Right** on the D-pad at the "Paused" screen.

CHAMPIONSHIP BASS

Passwords

Level 8—**O S P n @ j h f n W v**
Level 9—**O S P n @ j h f k m s**
Level 10—**C E d W l z x v t S H k**

CHAMPIONSHIP MOTOCROSS
FEATURING RICKY CARMICHAEL

Secret Codes

From the main menu, select "Championship," then press **X** twice to reach the "Name Entry" screen. Enter any of the passwords below at this screen. Note the spaces between words.

Unlock all classes—**ALL EVENTS**

Unlock all tracks in Single Race mode—**DIRT TRACKS**

Big head—**GROSSE TETE**

Unlock Fox Movie in "Extras" screen—**LIVE ACTION**

CIRCUIT BREAKERS

Unlock All Tracks

At any point in the middle of a race, press **START** to pause the game and select "Options." Then select "Sound" and move the cursor to "FX Volume." Next, press **L1** + **L2** simultaneously. Now when you quit the race and return to the track selection screen, you'll be able to play any track in the game.

Backwards Tracks

At the track selection screen, press **L2** + **R2** + **X** + **Down** simultaneously. A U-turn arrow will flash on the screen and you'll be able to race any track backwards.

COOL BOARDERS 4

Secret Codes

From the main menu, select "One Player," then enter any of the following codes as your name at the "Record Keeping" screen. When you enter the last letter of each code, you'll hear a voice say, "Hey, no cheating." **Unlock all Mountains**—**C H E A T**
Unlock all Special Events—**I M S P E C I A L**

CRASH BANDICOOT

Password

Enter the following special password to gain access to any stage with all gems and keys collected:

△△△△X□△△△
△△△X□△△△△
△O□△X×××

CRASH BANDICOOT 2

CORTEX STRIKES BACK

10 Extra Lives

See the little polar bear in front of the door that leads to the "Bear It" stage in the second warp room? If you body-slam the critter five times in a row, you'll get ten extra lives.

Secret Levels

To access Level 26: **Totally Bear**, ride the bear cub in Level 15: **Un-Bearable** until you get thrown off at the end of the stage. Do a long



TIPS & TRICKS Sports Desk Bonus Feature!

PlayStation Madden Card Checklist

If you've been playing **Madden NFL 2001** on the PlayStation and are wondering if the Madden Card packs are worth spending your tokens on, we've compiled a complete list of all of the cards in the game so you can see what you're missing. Is there a card that will boost your favorite player's attributes? What do all of the Cheat Cards do? How many Se-

cret Teams are available? See the following pages for the answers to these questions and more!

MODERN PLAYERS

Activate one of the "Modern Players" cards and that player's attributes will be boosted for the next game. Cards 001 through 150 can be found in Gold, Silver and Bronze; Gold cards give the

player's attributes a 15% boost versus 7% for Silver or 3% for Bronze. These are "One Use" cards; you lose the card when you activate it.

001—Troy Aikman
002—Mike Alstott
003—Jamal Anderson
004—Jessie Armstead
005—Champ Bailey
006—Charlie Batch



jump to go back across the chasm and return to the cub to warp to the first secret level.

To access Level 27: Totally Fly, fall into the pool of water in the latter half of Level 16: Hangin' Out, then walk backwards instead of advancing past the checkpoint box. You'll fall into another hole that leads to a "hanging" area with flying spikey creatures. While Crash is hanging, use the \square or R1 button to lift his legs up and allow the spiked guys to pass below him; take it slow, advancing only one "step" for each enemy "lap." If you get through, you'll be warped to the second secret level.

Bring Back Bosses

If you've already defeated a boss but you want to fight him again just for fun, hold the Δ button when using the platform to move between the different floors of the warp room.

CRASH BANDICOOT: WARPED

Secret Stages

In Level 14: Road Crash, watch for a road sign on the left side of the road that displays an alien head symbol instead of a directional arrow. If you smash into this sign, you'll warp to Level 31: Hot Coco.

In Level 11: Dino Might, take the yellow gem platform to the alternate path; you'll eventually enter an area that looks similar to the dinosaur chase scene—where you're running toward the "camera"—except there will be no dinosaur chasing you. You'll encounter a series of pterodactyl creatures who fly up into the air as you pass. If you jump into the clutches of the second pterodactyl, it will carry you to the top-secret Level 32: Eggipus Rex.

CRASH TEAM RACING

Secret Codes

Enter any of the following codes at the main menu. You'll hear a special sound effect after entering a correct code. Remember, these codes only affect game modes other than "Adventure."

Unlock Penta Penguin—Hold L1 + R1 and press Down, Right, Δ , Down, Left, Δ , Up

Unlock Ripper Roo—Hold L1 + R1 and press Right, Δ , O, Down, Up, Down, Right

Unlock Dr. N. Tropy—Hold L1 + R1 and press Down, Left, Right, Up, Down, Right, Right

Unlock Papu Papu—Hold L1 + R1 and press Left, Δ , Right, Down, Right, O, Left, Left, Down

Unlock Komodo Joe—Hold L1 + R1 and press Down, O, Left, Left, Δ , Right, Down

Unlock Pinstripe—Hold L1 + R1 and press Left, Right, Δ , Down, Right, Down

Unlock Turbo Track, The North Bowl, Lab Basement, Parking Lot—Hold L1 + R1 and press Right, Right, Left, Δ , Right, Down, Down

Super Turbo Pads—Hold L1 + R1 and press Δ , Right, Right, O, Left

Infinite Bombs—Hold L1 + R1 and press Δ , Right, Down, Right, Up, Δ , Left

Infinite Wumpa Fruit—Hold L1 + R1 and press Down, Right, Right, Down, Down

Infinite Masks—Hold L1 + R1 and press Left, Δ , Right, Left, O, Right, Down, Down

Invisibility—Hold L1 + R1 and press Up, Up, Down, Right, Right, Left, Right, Δ , Right

CROC 2

Cheat Menu

At the title screen, hold L1 and press Δ , Left, Left, Right, \square , Up, Up, Left, O. You'll hear a

chime and the words "Cheat Menu Active" will appear at the top of the screen. Now you can access the cheat menu during a game by pressing L2 + R2 simultaneously.

Infinite Crystals

At the title screen, hold L1 and press \square , \square , O, Down, Left, Right, Left, Right. You'll hear a sound effect to confirm the code. With this code in place, hold R2 at any time during the game and press \square to add 100 crystals to your total, up to 9,999.

CYBER TIGER

Passcodes

To reach the Passcode screen, press O at the "Courses" screen.

Unlock Cyber Badlands—H A R E S O

Unlock Cyber Canyons—N A M O P I

Unlock Cyber Sawgrass—S E C A R E

Unlock Cyber Summerlin—P O R A S O

Unlock all courses—P O Q A K I

DAVE MIRRA FREESTYLE BMX

Unlock Slim Jim

At the main menu, select "PROQUEST." Next, at the "Select Rider" screen, press Down, Down, Left, Right, Up, Up, O. You'll hear a special sound effect after entering the code correctly. Slim Jim will appear between Joey Garcia and Dave Mirra.

Unlock All Bikes

At the main menu, select "PROQUEST," then select any rider at the following screen. Next, when the bike selection screen appears, press Up, Left, Up, Down, Up, Right, Left, Right, O. You'll hear a special sound effect after entering the code correctly.

Unlock All Styles and all Levels

At the main menu, select "PROQUEST," then select any rider and then any bike at the following screens. Next, when the style selection screen appears, press Left, Up, Right, Down, Left, Down, Right, Up, Left, O. In order to unlock all levels, you must input this same code when the level selection screen appears. In both cases, you'll hear a special sound effect after entering the code correctly.

DEMOLITION RACER

Cheat Code

At the main menu, press X, X, \square , \square , Δ , Δ , O, O. While entering this code you'll move in and out of the "Enter Your Name" screen. You'll hear an engine sound effect to confirm the code. Now all of the cars, tracks and game modes will be unlocked.

DIE HARD TRILOGY 2: VIVA LAS VEGAS

3rd Person Mode Cheats

At any time during gameplay in one of the "third person" levels, press START to pause the game, then enter any of the codes below. The words "Cheat Enabled" will briefly appear in the top left corner of the screen after entering a correct code and the effect will take place immediately. You may enter any code a second time to disable it.

Skeleton mode—O, \square , Δ , Δ , \square , O

Pop top mode— \square , \square , O, O, R1, R1

Big head mode—R1, R1, L1, L1, Δ , Δ

Electric mode— \square , \square , L1, L1, R1, R1

Invisibility— Δ , Δ , O, O, L1, L2

All weapons—L1, L1, R1, R1, O, O

Infinite ammo— \square , \square , O, O, L1, L1

Disable laser sight—L1, L1, Δ , Δ , L1, L1

Slow rockets—L1, R1, R1, L1, Δ , \square

First Person View—O, O, Δ , Δ , \square

Gun Mode Cheats

At any time during gameplay in a Gun level, press START to pause the game, then enter any of the codes below. The words "Cheat

Enabled" will briefly appear in the top left corner of the screen after entering a correct code, and the effect will take place immediately. You may enter any code a second time to disable it.

Invincibility— Δ , Δ , O, O, L1, L2

All weapons—L1, L1, R1, R1, O, O

Infinite ammo— \square , \square , O, O, L1, L1

Auto reload— \square , \square , Δ , Δ , O, O

Slow motion— Δ , L1, Δ , L1, Δ , L1

Slow rockets—L1, R1, L1, Δ , \square

Driving Mode Cheats

At any time during gameplay in a Driving level, press the START button to pause the game, then enter any of the codes below.

The words "Cheat Enabled" will briefly appear in the top left corner of the screen after you have entered a correct code, and the effect will take place immediately. You may enter any code a second time if you wish to disable it.

Invincibility— Δ , Δ , O, O, L1, L2

Infinite Nitro—L1, L1, R1, R1, O, O

Infinite time—L1, R1, \square , \square , R1, L1

Rain mode— \square , \square , L1, L1, Δ , O

Invisible car body—L1, R1, R1, L1, L1, R1

Debug Menu

At the main menu, press L1, L1, O, O, \square , \square . The Debug Menu will appear on the screen.

Use it to select any level or watch any movie in the game.

DOOM

Cheat Codes

Each of the following cheats must be entered while the game is paused:

Map All Lines On— Δ , Δ , L2, R2, L2, R2, \square

Map All Things On— Δ , Δ , L2, R2, L2, R2, R1, O

Lots of Goodies!—X, Δ , L1, Up, Down, R2, Left, Left

All Powerful Mode On (Invincibility)—Down, L2, \square , R1, Right, L1, Left, O

X-Ray Vision—L1, R2, L2, R1, Right, Δ , X, Right

Level Warp—Right, Left, R2, R1, Δ , L1, O, X (press Left or Right to change the stage number.)

DRIVER

Cheat Codes

Enter these codes at the title screen. You'll hear a sound effect as you successfully enter each code. Once entered, the cheats can be accessed via the Cheat menu from the title screen.

• Credits (Watch the ending credits)—L1, L2, R1, R2, L1, R1, R2, L2, R1, R2, L1, L2, R1

• Invincibility—L2, L2, R2, L2, R2, L2, L1, R2, R1, L2, L1, L1

• Immunity (Police never chase you)—L1, L2, R1, R1, R1, L2, L2, R1, R1, L1, L1, R2

• Rear Wheel (Car has rear wheel drive)—R1, R1, R1, R2, L2, R1, R2, L1, R2, R1, L2, L1

• Minis (Cars appear much smaller)—R1, R2, R1, R2, L1, R2, R1, R1, L2, L2, L2

• Stilts (Extremely long suspension)—R2, L2, R1, R2, L1, R2, R2, L2, L1, R2, R1

• Antipodean (Screen appears upside-down)—R2, R2, R1, L2, L1, R2, L1, R2, R2, L2, R2, L1

• Duke Nukem: Time to Kill

Cheat Codes

Press START during the game to pause, then enter any of the following codes at the pause screen:

Invincibility—L2, R1, L1, R2, Up, Down, Up, Down, SELECT, SELECT

Invisibility—L1, R1, L1, R1, L1, R1, L1, R1, L1, R1

R1

Double Damage—L2, R2, L2, R2, L2, R2, L2, R2, L2, R2

Big Head—R1, R1, R1, R1, R1, R1, R1, R1, R1, R1

Up

Tiny Head—R1, R1, R1, R1, R1, R1, R1, R1, R1, R1

Down

Big Head Enemies—R1, R1, R1, R1, R1, R1, R1, R1, R1, R1

Left

Tiny Head Enemies—R1, R1, R1, R1, R1, R1, R1, R1, R1, R1

Right

Enable Level Select at main menu—Down, Down, Down, Down, Down, Down, Down, Down, Up

All Weapons—L1, L2, Up, L1, L2, Down, R1, Right, R2, Left

Unlimited Ammo—Left, Right, Left, Right, SELECT, Left, Right, Left, Right, SELECT

All Inventory—R1, R1, R1, R1, R1, R1, L2, L2, L2, L2

All Keys—Up, Right, Up, Left, Down, Up, Right, Left, Right, Down

DUNE 2000

Reveal Entire Map

During gameplay, move the cursor to your team icons and press X at each icon in this order: \square , O, X, Δ , \square . If you enter the code correctly, the words "CHEATER!" will appear on the screen.

EAGLE ONE HARRIER ATTACK

Secret Codes

From the main menu, select "Options," then enter any of the following codes. You'll hear a special sound effect after entering a correct code.

Unlock all missions—R1, L1, R2, L2, START

Infinite ammo—R1, L1, R2, L2, R1

God mode—R1, L1, R2, L2, L1

FEAR EFFECT

Cheat Codes

From the main menu, select "Options," then select "Credits." Enter any of the codes below while the credits are rolling. You'll hear a special sound effect and the screen will flash red after entering a correct code.

One-Hit Kills—L1, Δ , Up, Down, O, O, Δ , \square , Down, R1

Expert Mode—Down, Down, Down, Δ , Down, Down, Down, \square , Left, Right

Instant Puzzle Solutions—L1, Δ , Up, Down, O, O, Down, Down, Down, Up

Infinite Health—L1, Δ , Up, Down, O, O, Δ , \square , Right, \square

Max. Ammo—L1, Δ , Up, Down, O, O, Δ , \square , Left, Δ

Max. Δ

FIGHTING FORCE 2

Cheat Mode

Hold L1 + L2 + R1 + Δ + Left and press X at the title screen when "Press Start" appears.

You'll be immediately be taken to the main menu. When you select "Start Game," a stage-select menu will appear. Choose any level and you'll find that you're partially invincible and have infinite ammo for any weapon you pick up.

FINAL DOOM

Cheat Codes

All of the cheat codes listed above for Doom will work with Final Doom.

FISHERMAN'S BAIT

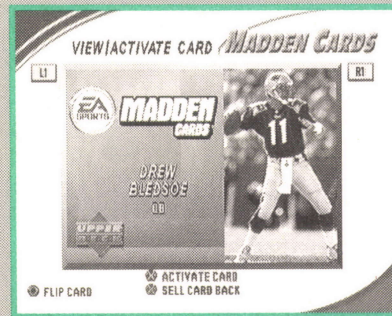
Total Count List

At the title screen, press Up, Up, Down, Down, L1, R1, L1, R1, X, O, START. Next, select "Options," then press SELECT. The Total Count List screen will appear.

007—Cornelius Bennett
008—Jerome Bettis
009—Steve Buerlein
010—Tim Biakabutuka
011—Blaine Bishop
012—Jeff Blake
013—Drew Bledsoe
014—Peter Boulware
015—Stephen Boyd
016—Tony Brackens
017—Chad Bratzke
018—Derrick Brooks
019—Chad Brown
020—Gilbert Brown
021—Tim Brown
022—Isaac Bruce

023—Mark Brunell
024—Ray Buchanan
025—Terrell Buckley
026—Cris Carter
027—Kevin Carter
028—Chris Chandler
029—Dexter Coakley
030—Kerry Collins
031—Curtis Conway
032—Tim Couch
033—Bryan Cox
034—Germane Crowell
035—Stephen Davis
036—Terrell Davis
037—Brian Dawkins
038—Dermontt Dawson

039—Warrick Dunn
040—Greg Ellis
041—Curtis Enis
042—Marshall Faulk
043—Brett Favre
044—Mark Fields
045—William Floyd
046—Doug Flutie
047—Antonio Freeman
048—Joey Galloway
049—Rich Gannon
050—Eddie George
051—Aaron Glenn
052—Terry Glenn
053—Tony Gonzalez
054—Elvis Grbac





FROGGER

Stage Select

During gameplay, press **START** to pause, then press **Right**, \square , Δ , \square , Δ , **R1**, **L1**, **R1**, **L1**, **O**. When you return to the "Select Level" screen, all of the stages will be unlocked.

Infinite Lives

During gameplay, press **START** to pause, then press **Right**, \square , Δ , \square , Δ , **X**.

GEKIDO: URBAN FIGHTERS

Cheats

To enter these codes, you must first get a high score (with the default high scores, your score must be over 1,000 points). Enter the following codes as your name at the high score name entry screen after your game is over to get the corresponding effect. All unlocked cheats will appear in the "Options" menu and must be toggled on for them to work.
Unlock Deformed mode—**DEFORMANIA**
Unlock Skeleton mode—**BONECRACK**

GHOST IN THE SHELL

Stage Select

At the main menu, press **R2**, **R1**, \square , \square , **Up**, **Down**, \square , \square , **R2**, **R2**; you'll hear a sound to confirm the code. Now choose "Mission Start"; a stage-select menu will appear. With this code in place, you can also view all of the game's movie sequences by choosing "Movie Replay" at the Options menu.

GRAND THEFT AUTO 2

Secret Codes

From the main menu, select "Play," then press **X** again to change your name to any of the codes below. You'll get no special confirmation after entering a correct code.
Start with \$1,000,000—**BIGSCORE**
Start with all weapons and 99 ammo—**NAVARONE**
Start with x5 Multiplier—**HIGHFIVE**
No Police—**LOSEFEDS**
Display Coordinates—**WUGGLES**
Area Select—**TSLALUP**
Start with unlimited health—**LIVELONG**
Start with maximum Wanted Level—**DESIRE5**

GRIND SESSION

Unlock All Tricks

At any time during gameplay, press **START** to pause, then press **Down**, **Left**, **Up**, **Right**, **Down**, **Left**, **Up**, **Right**. If you input the code correctly you'll see the words "All Tricks Enabled" appear on the screen.

HOGS OF WAR

Secret Codes

Enter any of the names below at the "Please Name Your Team" screen after you start a new game. Note the spaces in the words below. The "View FMV sequences" code, the FMV will appear after you select "Start Mission."
View FMV sequences—**PRYING PIGS**
Play as Team Lard—**MARDY PIGS**

HOT SHOTS GOLF

All Access Code

First, plug a controller into the Player 2 slot before you turn the game on. When the golfers appear, hold **L1 + L2 + R1 + R2** on Controller 2, then as soon as you see the screen flash bright white, quickly press **Up**, **Up**, **Down**, **Up**, **Left**, **Right**, **Right**, **Left**, **Up**, **Down**, **Up**, **Left**, **Right**, **Right**, **Left** on Controller 2. You must continue to hold all four **L** and **R** buttons during this process and you must finish entering the code before the Hot

Shots Golf logo stops bouncing. If you're quick enough, you'll hear a signal to confirm. Now you have access to all of the previously locked courses and golfers.

Mirror Courses

At the Course Select screen, highlight a course, hold **L1 + L2**, press **X** to lock in your selection and continue to hold **L1 + L2** until the course loads. When it does, it will be a "mirrored" version of the normal course.

Mirror Characters

At the Character Select menu, highlight a golfer, hold **L1** and press **X**. If that golfer is normally right-handed, he or she will play left-handed, and vice versa.

HOT WHEELS TURBO RACING

Secret Codes

Each of the following codes can be entered at the main menu to get the corresponding effect before each race; you'll hear a signal to confirm each code. Note that you can only have ONE of these codes active at any time:
Unlimited Turbos—**R2, L1, \square , Δ , R1, L2, L1, R2**
Small cars—**R2, L2, \square , Δ , L2, R2, \square**
Large tires—**R2, \square , Δ , R1, L2, L2**
No graphic textures on cars—**L1, R1, L2, R2, L1, R1, L2, R2**
Alternate sound effects + announcer—**R2, R1, L2, R2, \square , Δ , L1, R1**

Highlight "Sign In" at the main menu and press **Left** or **Right** twice to access the Password option. Enter any of the following passwords to unlock different features:

PWD TST—Unlock all secret courses and secret vehicles except "Tow Jam"
TWJ M—Unlock "Tow Jam" vehicle

INTELLIGENT QUBE

Practice Stages

Choose "Rules" from the main menu, highlight any of the training scenarios, hold **L1 + R1** and press **X**. Instead of watching a noninteractive demo, you can now control the action in these demo scenarios. Use this trick with the "Demo" options to practice the 5th and Final Stages.

IRRITATING STICK

Extra Lives

At the main title screen with seven lives instead of the usual three, enter the following code: At the mode select screen, highlight "1P Play" and press **Right** on the D-pad four times. Highlight "Tournament" and press **Right** on the D-pad once. Highlight "Course Edit" and press **Left** on the D-pad twice. Highlight "Option" and press **Left** on the D-pad six times. Now highlight "1P Play" and press **X**. You'll hear the crowd cheer to confirm the code.

JACKIE CHAN STUNTMAN

Unlock All Levels

At the main title screen—while the words "PRESS START button" are flashing—press **L2**, \square , Δ , **O**, **X**, **R2**, **R2**; you'll hear a gong to confirm the code. Now all of the stages are unlocked except the Shaolin Temple.

All Dragons Collected

At the main title screen—while the words "PRESS START button" are flashing—press **L1**, **R2**, **L2**, **R2**, \square , Δ , **X**; you'll hear a gong to confirm the code. Now all of the levels—including the secret Shaolin Temple—are unlocked and Jackie appears in his *Drunken Master* costume.

Secret Video

At the main title screen—while the words "PRESS START button" are flashing—press **Left**, **Right**, **R1**, **O**, \square , Δ , Δ ; the words "Bonus

Movie PRESS X" will appear. Press **X** to watch the behind-the-scenes movie that you ordinarily don't get to see unless you beat the Shaolin Temple stage.

KNOCKOUT KINGS 2000

Secret Boxes

From the main menu, select "Career" and enter any of the names below as your boxer's name. Note the spaces in some of the boxer names.

GARGOYLE
SHMACKO
ROSWELL
O
Q TIP
TIM DUNCAN
MARLON WAYANS
MARC ECKO
JERMAINE DUPRI
ED MAHONEY

LUNAR: SILVER STAR STORY COMPLETE

Hidden Game

Put the "Making of Lunar" CD in your PlayStation and turn it on. As soon as the video begins to play, press **Up**, **Down**, **Left**, **Right**, Δ , **START**. You'll access a secret mini-game—similar to Atari's *Warlords*—for up to eight players.

View All FMV Scenes

After entering the "Hidden Game" code above, open the PlayStation and replace the "Making of Lunar" CD with either of the two game discs. Now select "Exit" from the mini-game menu; you'll see all of the FMV scenes on the disc you've loaded.

MARVEL VS. CAPCOM

EX Options

At the main menu, move the cursor to "Option," then hold down **SELECT** and press **START**. The EX Option menu will appear.

MEDAL OF HONOR

Secret Codes

Enter these codes at the "Password" screen under the "Options" menu. The lights on the machine will flash green after inputting a correct code.

Secret Screen 1—**COOLCHICK**
Secret Screen 2—**AJ RULES**
Secret Staff Photo Gallery—**DWIGALLERY**
Secret Team Gallery—**DWIMOTTEAM**
Captain Dye Mode—**CAPTAIN DYE**
Nifty Multiplayer Power-ups—**DENNISMODE**
American Movie Mode—**SPECHEN**
Temperamental Tocsin—**BRADALARM**
Wireframe Mode—**TRACERON**
4x Firing Rate—**ICOSIDODEC**
Reflecting Shots—**GOBLUE**
Unlimited Ammo—**BADCOPSHOW**
Audie Murphy Mode—**MOSTMEDALS**
Unlock Mission 1 in the Gallery—**INVASION**
Unlock Mission 2 in the Gallery—**BIGGREGA**
Unlock Mission 3 in the Gallery—**DASBOOT**
Unlock Mission 4 in the Gallery—**TUKA**
Unlock Mission 5 in the Gallery—**KOMET**
Unlock Missions 6 and 7 in the Gallery—**TWOSIXTWO**
Unlock Victory! in the Gallery—**VICTORYDAY**
Unlock Mission 2—**ZERSTOREN**
Unlock Mission 3—**BOOTSINKT**
Unlock Mission 4—**SENFAS**
Unlock Mission 5—**SCHWERES**
Unlock Mission 6—**SICHERUNG**
Unlock Mission 7—**GESAMTHEIT**
Unlock Rosie in Multiplayer—**WEACANDOIT**
Unlock Kurt in Multiplayer—**EVLKURT**
Unlock Jens in Multiplayer—**INTHENAVY**

Unlock Johan in Multiplayer—**TIREDOJHAN**
Unlock Jürgen in Multiplayer—**DASBOOTY**
Unlock Manfred in Multiplayer—**MANLYMAN**

Unlock Karl in Multiplayer—**SARYKARL**
Unlock Felix in Multiplayer—**HOODDOWN**
Unlock Von Braun in Multiplayer—**ROCKETMAN**
Unlock Ernst in Multiplayer—**ARTCRITIC**
Unlock Egon in Multiplayer—**COOLSHADES**
Unlock Wolfgang in Multiplayer—**HOODUP**
Unlock Müller in Multiplayer—**BIGFATMAN**
Unlock Winston in Multiplayer—**FINESTHOUR**
Unlock Otto in Multiplayer—**HERRZOMBIE**
Unlock Noah in Multiplayer—**BEACHBALL**
Unlock Bismarck in Multiplayer—**WOOFWOOF**
Unlock Rizal in Multiplayer—**IKENDKEN**
Unlock Panzerknacker in Multiplayer—**NUTCRACKER**
Unlock Steven in Multiplayer—**SSPIELBERG**
Unlock Will in Multiplayer—**PAYBACK**
Unlock Game Werks Theater in Multiplayer—**MACOCOOCO**
Unlock Site Seeing Theater in Multiplayer—**SPYSCHOOL**

MEDIEVAL II

Cheat Mode

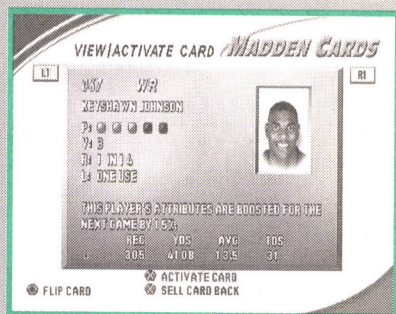
At any time during gameplay, press **START** to pause, then hold **L2** and press Δ , \square , \square , \square , **Left**, **O**, **Up**, **Down**, **Right**, **O**, **Left**, **Left**, **O**, **Left**, **Left**. If you entered the code correctly, a new item called "Cheats" will appear in the pause menu.

MISSION: IMPOSSIBLE

Secret Passwords

From the main menu, select "Load Game," then select "Password." Enter any of the following passwords below. For some of the passwords, even though the game will say "bad password," they will still work. Just start a new game or load another one to see the effects.

View secret message—**TTOPFSECRET**
View any FMV sequence—**SEECOLMOVIE**
Slow-motion mode—**IMTIREDTODAY**
Turbo mode—**GOQUATTAMYWAY**
Super jump—**BIONICJUMPER**
All people move without animation—**SCAREDSTIFF**
Level Passwords
Submarine Pen Area—**ABEMJQLNVTGP**
Russian Embassy—**OGLESHVIRLL**
Russian Embassy 2—**QDSNJNTOMCI**
KGb Warehouse—**OQRFSSITJMNJ**
KGb Headquarters—**EHNJHSURJWMP**
KGb Headquarters 2—**IGCJMJMVMBRL**
Security Highway—**GDPSSJOWUAN**
Security Highway 2—**GQOFISKTLMAI**
Underground Sewage Plant—**GGHJHSJVRML**
IMF Headquarters—**JENMUNHONCJ**
IMF Headquarters 2—**IMQPNHKOCSM**
Infirmiry—**PBFROUOPWDB**
CIA Rooftop—**PMGKPUKQSDM**
CIA Rooftop 2—**KJEJPPUSRKEE**
CIA Mainframe Computer—**PJGNOUPHQND**
Waterloo Station—**HGGFPKQMOBC**
Train—**GILGPMIMYBO**
Train 2—**HGOFTKQMOBC**
Train Roof—**GJDTGMLMYBO**
Lundkwist Base—**NHSMGQTXMGI**
Tunnel—**MOEEOJGHVXJH**
Mainland—**MKEHTJSSVVJD**
Gunboat—**AFQMOJGPVTPG**



055—Darrell Green
056—Az-Zahir Hakim
057—Jim Harbaugh
058—Kevin Hardy
059—Marvin Harrison
060—Rodney Harrison
061—James Hasty
062—Ike Hilliard
063—Raghib Ismail
064—Edgerrin James
065—Brad Johnson
066—Kevin Johnson
067—Keyshawn Johnson
068—Andy Katzenmoyer
069—Jevon Kearse
070—Shaun King

071—Levon Kirkland
072—Jon Kitna
073—Ty Law
074—Dorsey Levens
075—Jermaine Lewis
076—Mo Lewis
077—John Lynch
078—Peyton Manning
079—Curtis Martin
080—Russell Maryland
081—Terance Mathis
082—Ed McCaffrey
083—Keenan McCardell
084—Ed McDaniel
085—O.J. McDuffie
086—Willie McGinest

087—Donovan McNabb
088—Steve McNair
089—Cade McNown
090—Natrone Means
091—Jamir Miller
092—Barry Minter
093—Herman Moore
094—Rob Moore
095—Johnnie Morton
096—Randy Moss
097—Eric Moulds
098—Muhsin Muhammad
099—Adrian Murrell
100—Ken Norton Jr.
101—Jonathan Ogden
102—Terrell Owens

**MTV SPORTS: SKATEBOARDING**
FEATURING ANDY MACDONALD

Unlock all Boards, Costumes, Levels, and Skaters

At the main menu, select "Single Player," then select "Lifestyle." Next, select "New Game," then input "PASWRD" as your name. Note that some of the unlocked items, like levels and skaters, will only be available in modes other than "Lifestyle."

NASCAR RUMBLE

All Tracks & More Cars

From the main menu, select "Game Options," then move the cursor to "Load and Save" and select the "Password" item. Enter the password "C9P5AUN8A" to unlock lots of cars and every track.

NCAA FOOTBALL 2001

Secret Codes

From the main menu, select "Game Settings," then select "Secret Codes." At the screen that appears, enter any of the codes below:

View entire poll—POPULARITY
Slow players—CEMENTFEET
Unlock all stadiums—OPENSESAME
View CPU's plays—MINDREADER
Fast players—SCRAMBLE
Daytime passes quickly—DAYNIGHT
Max. attribute points—BALLER
Max. recruiting points—HEADCOACH
Always catch the ball—HANDSOFGLUE
Always intercept the ball—OSKIE
Max. wind—SAFETY
Change the date—Y2K
Juggernaut team—BULLDOZER
EA Sports team—ANIMATEO
Tiburon team—MAITLAND

NCAA GAMEBREAKER 2001

Easter Eggs

From the main menu, select "Customize," then select "Easter Eggs." At this screen, you may enter any of the passwords below. Note some of the spaces in the passwords. Also, you must enter small caps letters instead of lowercase letters in the game.

POWER HOUSE—Stronger season team in simulation
HAMMER—Season team with all 99 rating
MOTIVATE—Always get everyone in Blue Chip recruiting
FRANKENSTEIN—Super walk-ons
HOLLYWOOD—View credits
VERS—Display game's version date
GO DEEP—Great passing game
REAL ESTATE—Great running game
PHYSICAL—Great blocking, tackling game
TWINS—Select the same team
BIGANDSMALL—Big team vs. small team

NFL GAMEDAY 2001

Easter Eggs

From the main menu, select "Options," then select "Easter Eggs." At this screen, you may enter any of the passwords below. Note the spaces in some of them.

Tiny players—TINY GUYS
Big players—GIANTS
Big football—BIG PIG
Secret field—GD FIELD
Loud volume on big hits—CRUNCH
Special moves—SPECIAL MOVE
All players of similar ability—ALL EVEN
Always catch the ball—STICKEM
Super hard difficulty—UNBEATABLE
Super stiff arm—JACK HAMMER
Super swim move—LINE BUSTER
Players never get tired—ENDURANCE
Super fast game speed—COFFEE BREAK

NGEN RACING

Cheats

Enter any of these codes at the "Main Hangar" screen. You'll see the effects take place immediately after entering a correct code.

400,000,000 credits—R2, L2, R2, L1, R2, R1, R2, L1
1st place in all races—R1, L1, R1, R2, L2, R2, L2, L1
Obtain all secret jets—R1, R2, L1, L2, L1, L2, R1, R1

NHL ROCK THE RINK

Secret Codes

After starting a new game, select "New User," then enter any of the items below as your name. You can toggle the unlocked cheats on and off at the "Rewards" screen under the main menu.

Unlock NHL teams—BAILEY
Unlock sound effects—NO CHANCE
Unlock boards—POWER SLAM

NIGHTMARE CREATURES

Cheat Password

Choose "Enter Password" from the main menu and enter the following code: $\leftarrow \uparrow \Delta \downarrow \square \Delta \square \downarrow$. Next, choose "Start Game"; a cheat menu will appear. Turn the "Unlimited" option on to play with infinite continues; you can also choose to play as a monster or start on any level.

NIGHTMARE CREATURES II

Stage Select

At the main menu, hold R2 + L1 + \square and press SELECT. If you entered the code correctly, text will appear in the upper left corner. Move the cursor to "New Game," then press Right to cycle through the different stages. The stage name displayed when you press X will be the one where you'll start the game.

Cheats Menu

At any time during gameplay, press START to pause, then hold R2 + L1 + \square and press SELECT. If you entered the code correctly, the Cheats menu will immediately appear.

ODD WORLD: ABE'S EXODDUS

Checkpoint Skip

At any point in the game, hold R1 and press \square , \square , \square , \square . You will skip to the next checkpoint. Note that you will skip all the Mudokons in between and they will be considered "dead."

Stage Select

At the main menu, hold the R1 button and press Down, Up, Left, Right, Δ , \square , \square , \square , \square , Down, Up, Left, Right.

Video Scene Select

At the main menu, hold the R1 button and press Up, Down, Left, Right, \square , \square , \square , \square , \square , Up, Down, Left, Right.

POOL HUSTLER

Secret Game Mode

At the title screen—while the words "Press Start" are flashing—press Up, Up, Down, Down, Δ , \square , \square , \square , Left, Right, \square ; you'll hear a signal to confirm. You'll find a new option called "Bowliards" at the main menu; it's a billiards game that's scored like bowling.

PSYBADEK

Cheat Passwords

GO ANYWHERE—Enable level select
GREASEDEK—Slippery board
JELLY—Jelly mode
TOPSYTURVY—Upside down mode

WALKONMOON—Low gravity
DONDACHAOS—Invincibility
DONTDIONME—Nine lives
INILLIPIUT—Big characters
SIZOFANANT—Small characters
DEKPOWERUP—Faster Dek

R/C STUNT COPTER

Cheat Codes

Enter these codes at the main menu screen. After entering each code, you'll hear a voice say "Cheaters never prosper" and the name of the code will scroll up from the bottom of the screen. While entering the code you may advance to different screens, but in each case the code will still work.

Down, Up, Left, Right, Δ , \square , \square , \square —All Gold in training levels

Down, Up, Right, Left, Δ , \square , \square , \square —Unlock all levels

Up, Down, Left, Right, Δ , \square , \square , \square —Your name can be three letters longer

L2, R2, L1, R1, Δ , \square , \square , \square —Mega Points

Up, Down, Left, Left, \square , \square , \square , \square —Unlock movie (selectable from the Options menu)

R-TYPES

Level Select

Highlight either R-Type or R-Type II at the title screen, quickly press L2 ten times, then R2 ten times; you'll hear a sound to confirm. Now start the game and press START to pause; you can choose any stage with the stage-select option at the pause menu.

Increase Speed

Pause the game, hold L2 and press Right, Up, Right, Up, Down, Left, Down, Left, \square .

Decrease Speed

Pause the game, hold L2 and press Right, Up, Right, Up, Down, Left, Down, Left, \square .

Use Any Weapon

Pause the game, hold L2 and press Right, Up, Right, Left, Down, Left, Up, Right and either Δ , \square , \square , or \square to equip yourself with a different weapon.

RAINBOW SIX

Main Menu Cheats

Enter the following codes at the main menu. A message will appear after entering a code correctly.

All levels—Hold L1 and press \square , \square , \square , \square , Δ , \square , \square

All items—Hold L1 and press Δ , \square , \square , \square , \square , \square , \square

Invincibility—Hold L1 and press \square , \square , \square , \square , \square , \square , \square

Invincible hostages—Hold L1 and press \square , \square , \square , \square , \square , \square , \square

No terrorists—Hold L1 and press \square , \square , \square , \square , \square , \square , \square

All operatives revived—Hold L1 and press Δ , \square , \square , \square , \square , \square , \square

Reveal map—Hold L1 and press \square , \square , \square , \square , \square , \square , \square

No locked doors—Hold L1 and press Δ , \square , \square , \square , \square , \square , \square

Turn off Victory Conditions—Hold L1 and press \square , \square , \square , \square , \square , \square , \square

All attributes set to maximum—Hold L1 and press \square , \square , \square , \square , \square , \square , \square

Watch ending—Hold L1 and press \square , \square , \square , \square , \square , \square , \square

In-Game Cheats

At any time during gameplay, press START to pause, then enter any of the codes below. For the Extra weapon and Extra pistol codes, you will receive a different weapon or pistol each time you input the code. Some of the main menu cheats above may also work during the middle of a game.

Restore ammo—Hold L1 and press \square , \square , \square , \square , Δ , \square , \square , \square
Extra weapon—Hold L1 and press \square , \square , \square , \square , Δ , \square , \square , \square
Extra pistol—Hold L1 and press \square , \square , \square , \square , Δ , \square , \square , \square

RAYSTORM

Free Play Mode

When the words "Press Start Button" appear at the title screen, hold L1 + L2 + R1 + R2 and press START; when the main menu appears, continue to hold L1 + L2 + R1 + R2 and press Up seven times, then Down, then Up four times, then START; you'll hear a voice say, "Limiter released" and you should now be at the "Option" menu. Choose "Configuration" and you'll find a new "Credit Limit" option; turn it off to get infinite credits.

READY 2 RUMBLE BOXING

Access Special Classes + Unlock All Boxers

Enter any of the following passcodes at the "Name Your Gym" screen when you start a new game in Championship mode. You'll be able to begin the championship at the specified class with all of the boxers available.

Bronze Class. In Arcade Mode, Kemo Claw is also unlocked.

Silver Class. In Arcade Mode, Kemo Claw and Bruce Blade are also unlocked.

Gold Class. In Arcade Mode, Kemo Claw, Bruce Blade and Nat Daddy are also unlocked.

Champ Class. In Arcade Mode, all boxers are also unlocked.

Two-Player Ring Codes

In two-player arcade mode, you can choose which ring you'd like to fight in. The first player must hold the following button combinations while both players select a boxer. Also, you must continue to hold the buttons down until the match starts.

R1—Championship arena

L1—Two-tier arena

R1 + L1—Gym

Change Costume Colors

At the boxer selection screen, press \square + \square simultaneously to change the currently selected boxer's colors.

Change Cornerman's Voice

The cornerman's voice is usually randomly picked, but you can choose it at the boxer selection screen by holding \square and pressing a direction on the D-pad before selecting your boxer. You'll hear a special sound effect when you press the D-pad.

\square + Up—Irish accent

\square + Left—New York accent

\square + Right—African-American accent

\square + Down—Hispanic accent

Also, to change the voice to a high-pitched version of the Irish accent, hold L1 + R1 + \square until you hear a special sound effect.

REBOOT

Secret Codes

Highlight "New Game" at the main menu, then enter any of the following codes; you won't hear any signal to confirm them, so press the buttons carefully. Note: You can't use the "Free Shield" and "Full Glitch Energy" codes in the same game.

• Free Shield with Every Glitch pick-up—Down, R1, Left, Right, Down, L2, R2, Left, Right, Up

• Full Glitch Energy—Right, L1, Up, Right, Down, L1, R1, Up, Down, Left

• Play as Enzo—Up, Left, Down, Left, Down, L1, R1, Right, Down, Right

103—Carl Pickens
104—Jake Plummer
105—Robert Porcher
106—John Randle
107—Jake Reed
108—Jerry Rice
109—Simeon Rice
110—Andre Rison
111—Willie Roaf
112—Marcus Robinson
113—Bill Romanowski
114—Darrell Russell
115—Warren Sapp
116—Darnay Scott
117—Junior Seau
118—Jason Sehorn

119—Shannon Sharpe
120—Akili Smith
121—Antwain Smith
122—Bruce Smith
123—Emmitt Smith
124—Jimmy Smith
125—Robert Smith
126—Rod Smith
127—Takeo Spikes
128—Shawn Springs
129—Duce Staley
130—J.J. Stokes
131—Michael Strahan
132—Bobby Taylor
133—Fred Taylor
134—Jason Taylor

135—Vinnie Testaverde
136—Yancey Thigpen
137—Zach Thomas
138—Jessie Tuggle
139—Andre Wadsworth
140—Wesley Walls
141—Hines Ward
142—Kurt Warner
143—Ricky Watters
144—Michael Westbrook
145—Aeneas Williams
146—Ricky Williams
147—Grant Wistrom
148—Charles Woodson
149—Rod Woodson
150—Frank Wycheck





- Play as Dot Matrix—Left, R1, Right, Up, Down, R2, L1, Right, Up, Down

RESIDENT EVIL 2 (DUAL SHOCK VERSION)

Extreme Battle Mode

Play through the game with either character and complete Scenario 2. After the credits roll, you will be rated as usual and a message will tell you that there is another mode. You will be asked to save the regular game and then it will ask you to save a second time for the Extreme Battle data. Extreme Battle mode can then be accessed by calling up the Load screen and selecting the EX Battle data from the Arrange Mode menu. If you're lucky enough to have kept a Scenario 2 save on your memory card from the original Resident Evil 2, you can use that with the Dual Shock version and simply complete the game to get Extreme Battle. When you beat the first level of Extreme Battle mode, you will earn the ability to play as Ada Wong; you can play as Chris Redfield if you beat the second level.

ROGUE TRIP: VACATION 2012

Cheat Codes

During the game, hold L1 + R1 + R2 and press SELECT; you'll see the words "Cheats Enabled" in the upper right corner of the screen. With that code in place, you can enter any of the following codes to get different cheats at any time (Note: These codes must be entered quickly):
Quick \$10,000 Cash—Hold R1 + R2, press L1, Up, Down, Up, Down
Infinite Weapons—Hold L1 + R1, press Up, Down, Up, R2
Mega Guns Mode—Hold L1 + R1 + R2 + X, press Down
Invulnerable Mode—Hold L1 + R1, press Up, Down, Left, Right
Upgrade Weapons—Hold L1 + R1, press Left, Right, Left, Right
Note: If you hold L1 + R1 + R2 and press Up, Down, Left, Right, you'll enter the "Infinite Weapons," "Mega Guns," "Invulnerable Mode" and "Upgrade Weapons" codes at the same time and the words "God Mode" will appear. Most of the above codes can be deactivated by entering the same code a second time, or hold L1 + L2 + R1 and press SELECT to deactivate all cheats.

Passwords

Access the password entry screen from the options menu and enter any of the following codes to unlock special features:
Enable Goliath—L1, R1, X, L2, L2
Enable Nightshade—R1, R2, L1, L1, X, O
Enable Helicopter—L1, R2, L2, L2, R1
Enable Alien Saucer—R1, L1, X, L2, O
Access "Funtopia" stage (Challenge mode only)—X, O, L2, X, L1, L1
Access "The Gulch" stage (Challenge mode only)—X, L1, L1, L2, O
Battle Boss 1 (Challenge mode only)—O, R2, R1, L1, R2
Battle Boss 2 (Challenge mode only)—O, O, L2, L1, L2, L2
Infinite Jump—O, R2, X, L2, R2
Infinite Turbo—X, O, L2, R1, R2
Double Pickups—L1, L2, O, L1, R1, O
Increased Armor—R1, L1, L1, L1, O
See Duke Nuke: Time to Kill movie—O, O, O, L2, L2

Play as Big Daddy

From the main menu, select "Options." Then, select "Password." Enter O, R2, X, L2, R2. Big Daddy will only be selectable if you play Challenge mode and select Nuke York as the stage.

ROLL AWAY

Secret Codes

Each of the following codes can be entered at any time during the game (not while paused):
• Chess pattern background—L1, O, Left, Right, L2, Left, R2, R2
• Enable motion blur—Right, O, L2, O, R1, O, O
• Extra 30,000 points—O, Up, Down, L2, R1, L2, X, L2 (works only once per level)
• Temporary invincibility—Right, Down, L1, R2, R1, O, L2, O
• 30 extra seconds in Time Trial mode—O, L1, L2, O, X, L2, Down (works only once per level)
• Warp to bonus stage—Up, L2, L1, L2, L2, X
• Clear screen in bonus stage—Right, O, L1, L2, O, O, O

RUSH HOUR

Cheat Codes

Enter any of the following codes when the words "Press Start" appear on the title screen; you'll hear a sound to confirm if you've entered a code correctly:
Four extra High Performance cars—Up, Left, Right, X, O, O
Bonus Track—X, Up, L2, Down, R1, L1
Reverse Tracks option at Track Select screen + "Reverse Championship" option—Left, R1, O, L1, Down
Access "Super Championship" race mode—Right, L1, Left, O, Up, X

RUSHDOWN

Unlock All Tracks

At the main menu, press Up, Up, Down, Down, Left, Right, Left, Right, L2, O, L2, O. Now all of the tracks will be available when you select Arcade Mode.

SAMMY SOSA HIGH HEAT BASEBALL 2001

Secret Codes

Enter the following codes at the "Stadium Select" screen. You'll hear a special sound effect after entering a correct code.
3D0 clouds—L2, R2, L2, R2, L2, O, O
Flying objects in the sky—R2, L2, L1, R1, O

SAMMY SOSA SOFTBALL SLAM

Secret Codes

At any time during gameplay, press START to pause, then enter any of the codes below. Each code will take effect as soon as you press START again to unpause the game.
Big Softball—R1, R2, R1, R2, R1, R2
Ball Cannon—L1, L2, L1, L2, L1, L2

SAN FRANCISCO RUSH

Secret Vehicles

Choose any vehicle, then select your transmission type with the X button. When the purple "RUSH" letters appear, immediately press one of the following buttons and hold it down until the "loading" screen appears:
• Hold L1 to race in a U.F.O.
• Hold L1 to race in a pickup truck
• Hold R1 to race in a British sportster
When the race starts, you'll be driving the vehicle you chose.

SHADOW MASTER

All Weapons

Begin a new game. Go forward into the first door that opens and kill the aliens inside. Once you have defeated the aliens and you are completely inside the room, press L1 + L2 + R1 + R2 + O simultaneously. A red light will appear on the screen to confirm the code; you now have all of the game's weapons.

Invincibility

In the same room described above, after defeating the aliens inside, press L1 + L2 + R1 + R2 + X simultaneously. A blue light will appear to confirm the code; now you're completely invincible.

Stage Select

In the same room described above, after defeating the aliens inside, press L1 + L2 + R1 + R2 + L simultaneously. A green light will appear to confirm the code. Now press START and exit the game; you'll find a stage-select option on the main menu.

SKULLMONKEYS

Cheat Codes

Press START during the game to pause, then enter any of the following cheats while the "Paused" menu is on the screen. Note that certain power-up cheats will only work in levels where you're allowed to have that power-up; for example, the Universe Enema power-up is not introduced in the game until the Elevated Structure of Terror, so if you try to enter the "Maximum Universe Enemas" code before you reach that stage, it won't work.
Maximum Bullets—Down, O, Up, R2, Left, L2, SELECT
Maximum Phant Heads—R1, Left, Up, L1, L1, L1, Right, SELECT
Maximum Phoenix Hands—O, L2, R2, Left, SELECT, O, L2, Right
Maximum Universe Enemas—Left, L2, Right, Down, L2, SELECT, SELECT, SELECT
Maximum Super Willies—R1, Left, L2, L1, L2, R2, SELECT
Maximum 1970s Icons—SELECT, O, Up, Left, Down, Up, Down, O
Maximum Swirly Cues—R1, Right, O, R2, R2, L2, Right, SELECT
Maximum of All Status Items (except 1970s icons and Swirly Qs)—L1, L2, Down, R1, O, Right, Up, SELECT
Shield—R2, O, O, Down, Left, O, Right, Down
Clean "Pause" Screen—L2, Left, O, R2, Down, L2, Down
Change Klaymen's Color—L2, O, O, Left, SELECT, L2, Up, Down
Psycho Klaymen—Down, Right, L2, Up, Left, L2, SELECT
Slow-Motion Mode—L1, L2, Left, Down, R2, L2, Left, SELECT
Super Fast Klaymen—Left, L2, R2, O, R1, Down, O, R2
Tiny Klaymen—R1, Left, O, L1, Left, L2, L2
Shoot Heads Instead of Bullets—Down, L2, L2, Down, Down, O, Right
Skip Current Sub-Level—L2, L1, L1, Right, O, L2, Down

SMALL SOLDIERS

Cheat Passwords

O, O, L2, O, X, X—Invincibility
O, L2, O, O, O, X, X—All Weapons
Stage Passwords
X, X, L2, O, X, O, X—Gorgon
O, X, L2, O, O, X, X—Dimensional Temple
O, X, L2, O, O, O, X—Floating Fortress
L2, X, L2, O, O, X—Spirit Bog
X, L2, O, O, X, L2, X—Canyon Village
O, L2, O, O, O, X, X—Creepy Caverns
O, L2, O, O, O, X, X—Space Ship
O, L2, O, O, O, L2, X—Hall of Patriots
X, O, L2, O, X, X, O—Graveyard
O, O, L2, O, X, X, O—Nuclear Mine
O, O, L2, O, X, X, O—Launch Center
O, L2, O, O, L2, X, X—Ulthad Fier
X, L2, O, O, X, X, O—Garrison
O, L2, O, O, O, O, O—Inner Sanctum

THE SMURFS

Level Select

From the main menu, select "New Game," then select "It's No Picnic." At the Choose Level screen that appears next, press L1, Up, Up, Down, Up, Left, Left, Up, R2. You'll hear a special sound effect if you've input the code correctly and you'll be able to select any level.

SPAWN: THE ETERNAL

Cheat Codes

Each of the following codes can be entered while the game is paused:

- Temporary invisibility—Hold L1 + R1 and press O, O, O, O, L2, X
- Temporary invincibility—Hold L1 + R1 and press L2, X, X, X, O
- All power-ups—Hold L2 + R2 and press L2, O, X, X, X, X
- All inventory—Hold L2 + R2 and press X, O, L2, O, O, O
- Refill health meter—Hold L1 + R1 and press X, O, L2, O, O, O
- Refill Magic—Hold L1 + R1 and press L2, O, X, L2, O, O
- Skip current level—Hold L1 + R1 + L2 + R2 and press L2, X, L2, O, O, O

SPEED RACER

Access All Cars

At the car-select screen, hold L1 + L2 + R1 + R2 + SELECT + Down and press L2; now all of the cars in the game will be available.

Extra Camera Views

During a race, press START; while the game is paused, press Right five times, then Left five times. Now return to the game and cycle through the different camera views; you'll find two new long-distance settings.

Change the Time of Day

At the course select screen you can choose to race at different times of the day if you hold certain buttons down when you make your selection as follows:

- Hold L1 + L2 to race in bright daylight
- Hold R1 + R2 to race at night
- Hold L1 + L2 + R1 + R2 to race at twilight

SPICE WORLD

Giant Spice

At the menu screen where your character walks across the globe, hold the START button and press O, O, O, O.

Hidden Messages

Also at the "globe" menu, hold the START button and press O, L2, O, L2. You'll see the code on the screen to confirm. Now hold START + SELECT and press O, O, O, O to see a hidden message. You can also try L2, L2, L2, L2 or L2, L2, L2, L2; repeat each code to turn the corresponding message off.

Handbag Code

At the globe menu, hold the START button and press L2, O, L2. With that code on the screen, enter the television studio with your "act" prepared. Instead of standing in a line, the Girls will be crowded around a pile of handbags on the floor.

Naked Spice Code

At the globe menu, hold the START button and press O, L2, O, L2. Next, press L1 + L2 + R1 + R2 + START + SELECT simultaneously to reset the game. You'll get an alternate title screen that shows the Spice Girls...naked?

SPIDER: THE VIDEO GAME

Cheat Codes

Press START at any time during the game to pause, then enter either of the following codes at the pause screen:

CHEATS

Cards 151 through 180, when activated prior to a game, will enable a cheat for that game; like the Modern Players, these are "One Use" cards that are lost when activated. Cheat cards are also available in Gold, Silver or Bronze, but there's no difference between the effects of a Gold card and the Silver and Bronze versions of that same card; the only difference is in the number of tokens you get if you sell a card back.

151—1st and 20

(First downs are 20 yards instead of 10)

152—1st and 5

(First downs are five yards instead of 10)

153—Extra Credit

(Your team earns one point for each interception and two points for each sack)

154—David vs. Goliath

(Home team players are tiny; Away team players are giants)

155—Generous Marking

(Refs spot the ball within a few

yards of where it should be)

156—Eye Ball

("Behind the ball" camera angle in certain situations)

157—The Electric Side

(Players who run out of bounds are rejected by a force field)

158—Can't Tackle This

(Breaking tackles is easier)

159—Sticky Fingers

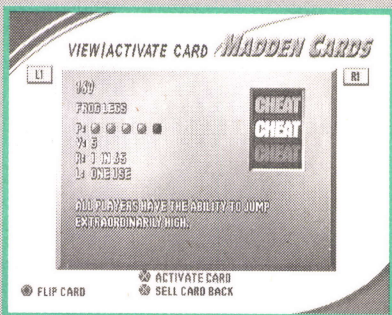
(Receivers never drop passes)

160—Frog Legs

(All players can jump very high)

161—Da Boot

(All kickers can kick 75+ yard





• Refill Energy + Weapon Power-Up—Press Δ , X, X, X, O, X, \square , Δ , X, Δ , O. Repeat whenever necessary.
• Change into a Flea—Press Δ , \square , O, Δ . Repeat the same code to change back into the spider.

SPIDER-MAN

Cheats

From the main menu, select "Special," then select "Cheats." At this screen, you may enter any of the cheats below. Note the spaces in some of them. After entering a correct code, you'll hear a special sound effect, plus a short description of the code will appear on the screen.

Unlock almost everything—EEL NATS
Symbiote Spidey costume—BLKSPIDR
Spidey 2099 costume—TWNTYNDN
Captain Universe costume—S COSMIC
Spidey Unlimited costume—PARALLEL
Scarlet Spider costume—LETTER S
Amazing Bag Man costume—AMZBGMAN
Ben Reilly costume—BNREILLY
Peter Parker costume—MJS STUDD
Quick Change costume—ALMSTPKR
Storyboard viewer—CGOSSETT
All 6 game comic covers—ALLSIXCC
Level select—XCLSIOR
All 32 comic covers—CMC BUFF
Movie viewer—WATCH EM
Character viewer—CVIEW EM
What If contest—GBHRSRPM
Big head—DULUX
Joel Jewett as J. Jonah Jameson—RULUR
Invulnerable—RUSTCRST
Infinite webbing—STRUDL
Debug info on screen—LLADNEK

SPORTS CAR GT

Secret Codes

Enter the following cheat codes at the title screen. Note that if you press any other buttons before entering the codes they won't work.

Down, Down, Left, Right, Up, Left, Circle, R2—Unlock all tracks and classes
Up, Left, Left, Right, Down, Right, L1, Square—Start with \$1,500,000 in Season Mode

SPYRO THE DRAGON

99 Lives

At any time during the game, press SELECT, \square , \square , \square , \square , \square , O, Up, O, Left, O, Right, O, START.

SPYRO 2: Ripto's Rage!

Cheat Codes

At any time during gameplay, press START to pause the game, then enter any of the codes below. You'll hear a special sound effect after entering a correct code. Each code's effects will take place as soon as you unpause the game, except for the "View credits" code, which will take effect immediately.

Learn all abilities—O, O, O, O, \square
Big head mode—Up, Up, Up, R1, R1, R1, O
Parappa mode—Left, Right, Left, Right, L2, R2, L2, R2, \square
View credits— \square , O, \square , O, \square , O, Left, Right, Left, Right, Left, Right
Find Gems
At any time during gameplay, press L1 + R1 + R2. Sparx will point in the direction of the nearest gem for as long as you hold these buttons down.
Change Spyro's Color
At any time during gameplay, press START to

pause the game, then press Up, Right, Down, Left, Up, \square , R1, R2, L1, L2, Up, Left, Down, Right, Up. You'll hear a special sound effect after inputting it correctly. Then, press any of the buttons below to change Spyro to the corresponding color. The code's effects will take place as soon as you unpause the game.

Red—O Blue—X
Pink— \square Green— Δ
Light—Up Dark—Down

STAR TREK: INVASION

Watch Credits Movie

At any "Mission Briefing" screen, press Left, Right, Up, Down five times and the credits movie will immediately appear.

Unlock Everything

At the "Stellar Cartography" screen, press Up, Left, Down, Right, Up, Right, Down, Left, Up, L1 + R1, L2 + R2. Each of the last two combinations of buttons must be pressed precisely at the same moment or the code won't work. The screen will flash white and the words "Cheats On" will appear after entering the code correctly.

STAR WARS EPISODE I THE PHANTOM MENACE

Debug Menu

At the main menu, move the cursor to "Options" and press Δ , O, Left, L1, R2, \square , O, Left. You'll hear a special sound effect if the code was entered correctly. To access the Debug Menu, hold L1 + SELECT and press Δ .

STREET FIGHTER EX2 PLUS

Unlock All Hidden Characters

At the "Mode Select" screen, move the cursor to "Bonus Game," then press SELECT, SELECT, Up, SELECT, SELECT, SELECT, Up, SELECT, Left, SELECT, SELECT, SELECT, Up, SELECT, Right, SELECT, SELECT, SELECT. A message will immediately appear after entering it correctly.

Unlock All Bonus Games

At the "Mode Select" screen, move the cursor to "Bonus Game," then press SELECT, SELECT, SELECT, SELECT, SELECT, Left, SELECT, SELECT, SELECT, SELECT, Up, SELECT, Right, SELECT, SELECT, A message will immediately appear after entering it correctly.

Unlock Maniac Mode

At the "Mode Select" screen, move the cursor to "Practice" then press SELECT, SELECT, SELECT, SELECT, Left, SELECT, SELECT, SELECT, SELECT, Down, SELECT, SELECT, SELECT, SELECT, Down, SELECT, SELECT, SELECT, SELECT, Maniac Mode will appear under Practice Mode/Trial Mode. A message will immediately appear after entering it correctly.

Unlock Sample Data

At the "Mode Select" screen, move the cursor to "Practice," then press SELECT, Down, SELECT, Left, SELECT, Up, SELECT, Up, SELECT, Right, SELECT, Up, SELECT, Left, SELECT, Up, SELECT, Right, SELECT. The "Sample" option will appear in the pause screen only in Maniac Mode. A message will immediately appear after entering it correctly.

STREET SK8ER 2

Secret Codes

Enter the following codes at the title screen. You'll hear a special sound effect after entering a correct code.

Unlock all skaters—Left, Left, O, O, L2, \square , Right, R2
Unlock all boards—O, O, \square , O, \square , \square , O, R1
Unlock all courses—Left, Right, Left, Right, O, O, R1, \square
Max Trick Level and Skill Points—L1, \square , Left,

Left, R2, Left, R1, Left

Unlock "Movie" item in main menu—R2, R2, L1, L2, L1, R1, R1, R1
Alternate Clothes
Hold L1, L2, R1 as you select a character at the "Skater Select" screen.

SUPERCROSS 2000

Secret Codes

At the Select Event screen, Press R1. A prompt will appear that will allow you to enter any of the codes below. You'll get confirmation from the announcer after entering a correct code. If the code is incorrect, the announcer will say something negative, like "That just can't be fun."

N O C R A S H—The bikes never crash
B I G B I K 3 S—The bikes are big
G I A N T S—Giants on mini-bikes
M 3 R C V R Y—Mercury gravity
V 3 N V S—Venus gravity
M 0 0 N—Moon gravity
M 4 R S—Mars gravity
J V P I T E R—Jupiter gravity
S 4 T V R N—Saturn gravity
V R 4 N V S—Uranus gravity
N 3 P T V N 3—Neptune gravity
P L V T O—Pluto gravity
H O P—Add hop button
M O R 3 C 4 M S—Extra camera modes
N O R I D 3 R S—No riders on bikes
H 3 4 D L 3 S 5—Headless riders
B L O C K M 3—Opponent riders get in your way
N O O F F T R 4 C K—No more off track
S K I P P I N G O K—No more getting reset
B I G S P R 4 Y—Bigger dirt spray

SUPERCROSS CIRCUIT

Secret Codes

From the main menu, select "Arcade," then select "Bonus Items." Next, press \square to enter any of the codes below:
Big helmets—BIG_HELMETS
Headless riders—SLEEPYHOLLOW
Invisible bikes—FLOATING

SYNPHON FILTER

All Weapons + Infinite Ammo

During the game, press START to pause. Highlight "Weapons" at the pause menu, hold Right + L2 + R2 + \square + O and press X.

Stage Select

During the game, press START to pause. Choose "Options" at the pause menu, highlight "Select Mission," then hold Left + L1 + R1 + SELECT + \square and press X.

Movie Theater

In the first stage, go to the movie theater and stand in the doorway, then press START to pause. Highlight "Map" at the pause menu, then hold Right + L2 + R1 and press X. Now you can view all of the game's video scenes by walking through either of the two red curtains beyond the snack bar in the movie theater.

Hard Difficulty

At the title screen, highlight "New Game," hold Left + L1 + R2 + SELECT + \square + O and press X.

Super Ammo

Pause the game and move the cursor to "Silenced 9mm" in the "Weapons" menu. Then, hold Left + L1 + R2 + SELECT + \square + X (in that order). You'll hear a sound effect confirming input of the code.

SYNPHON FILTER 2

Hard Difficulty

At the title screen, hold Up + SELECT + L1 + R2 + \square + O and press X twice. If you entered

the code correctly, a message will appear when you take control of your character saying that you're playing on Hard difficulty.

End Level

During gameplay, press START to enter the sub-screen. Then, move the cursor to "Map." Next, hold Right + L2 + R2 + \square + \square and press X. You'll hear a special sound effect if you entered it correctly. The "End Level" item will appear within the "Cheats" menu under the "Options" menu.

Super Agent

During gameplay, press START to enter the sub-screen. Then, move the cursor to "Weaponry." Next, hold L2 + SELECT + O + \square and press X. You'll hear a special sound effect if you entered it correctly. The "Super Agent" item will appear within the "Cheats" menu under the "Options" menu.

Watch All Movies

During gameplay, press START to enter the sub-screen. Then, move the cursor to "Briefing." Next, hold Right + L1 + R2 + O and press X. You'll hear a special sound effect if you entered it correctly. The "Disc 1 Movies" and "Disc 2 Movies" items will appear within the "Cheats" menu under the "Options" menu.

TARZAN

Stage Select

At the main menu, press Left, Left, Right, Right, Up, Down, Left, Right, Up, Down, Down, Down. A new menu item, "Cheats" will appear. After entering this menu, you can press Right and Left to cycle through the different lists of stages.

In-Game Cheat Menu

To access a second cheat menu, enter the code above. Before you enter the "Cheats" menu, press L1, R1, L1, R1, L1, R1, L1, R2, R2. You'll hear a special sound effect after inputting it correctly. When you press START to pause during gameplay, a new menu item, "Cheat Menu" will appear.

TENCHU: STEALTH ASSASSINS

Restore Health

Press START during the game to pause, then press Left, Left, Down, Down, \square , \square , \square , O to refill your energy.

Increase Item Capacity to 99

At the item select screen, hold L1 and press Left, Left, Down, Down, \square , \square , \square , \square .

Unlock All Secret Ninja Tools

At the item select screen, hold R1 and press Left, Left, Down, Down, \square , \square , \square , O.

Increase Item Inventory

At the item select screen, hold L2 and press Left, Left, Down, Down, \square , \square , \square , X.

Ayame's Sexy Armor

At the item select screen, press Left, Left, Down, Down, \square , \square , O.

Enable Japanese Voice-Over

At the "Select Stage" screen, hold L1 and press Left, Left, Down, Down, \square , \square , \square , O.

Enable Enemy Layout Selection Screen
At the "Select Stage" screen, hold R1 and press Left, Left, Down, Down, \square , \square , X.

Debug Mode

At any time during the game, press START to pause, then hold L1 + R2 and press Up, Δ , Down, X, Left, \square , Right, O. Next, release L1 + R2 and press L1, R1, L2, R2, then press START to unpause. Now you can call up a programers debug menu at any time during the game by pressing L2 + R2. The debug menu allows you to do all kinds of incredible things, including refilling your items, warping to any point in any stage, placing enemies or objects wherever you want them and much more.

field goals)

162—Da Bomb

(All quarterbacks have increased throwing power)

163—Couch Potato

(Players tire at a faster rate)

164—Fumblitis

(More frequent fumbles)

165—Ouch!

(More frequent injuries)

166—Bingo

(More frequent interceptions)

167—Lightning

(All players can run faster)

168—Floating Heads

(All players are invisible except for their helmets)

169—Tight Spiral

(No interceptions)

170—Juggernaut

(Ball carrier will always run through wrap tackles)

171—Mr. Mobility

(Quarterback can't be sacked)

172—Big Money

(Field goals are worth seven points; touchdowns worth 10)

173—Overdrive

(All players' speed burst abilities are enhanced)

174—Man At Arms

(Stiff arm is more effective)

175—Switch Sides

(Players who run out of bounds will reappear on the opposite side of the field)

176—Shady Deal

(Computer opponent will decline all penalties)

177—Big Boyz

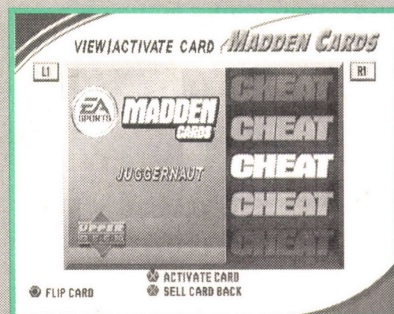
(All players are giants)

178—Real Men (No helmets)

(Slippery When Wet (Icy field)

180—13 O'Clock

(Game + play clocks are hidden)





△ □ ○ ○—Infinite Weapons
 □ △ X ○—Invincibility
 ○ ○ △ X —Helicopter Camera Angle

TWISTED METAL 2

Cheat Codes

Each of the following codes can be entered at any time during the game (but not while paused):

Mega Machine Guns—Hold R2, press Up, Down, Left, Right, Right, Left, Down, Up
 Infinite Weapons + Turbo—Hold L2 + R2, press Up, Down, Left, Right, Right, Left, Down, Up

Note: If you hold L1 + L2 + R1 + R2 and press Up, Down, Left, Right, Right, Left, Down, Up, you'll enter the "Invincibility" and "Infinite Weapons" codes at the same time and the words "God Mode" will appear. However, some of these codes can be turned off by entering the same code a second time, so—for example—if you enter the "Invincibility" code with L1 and R1 held down, then enter the "God Mode" code with all four L and R buttons, you will end up with infinite weapons and turbo but the invincibility will be turned off.

Homing Napalms

If you have at least two napalm items in your inventory—or if you have the "Infinite Weapons" code active—highlight the napalm with L1 or R1, then hold L2 and press Up, Down, Down, Left, Left, Right, Right. This changes your napalm attacks to "homing napalms" that seek out your enemies like the homing missiles.

Advanced Attacks

These codes can be entered at any time during the game (but not while paused) to give you a one-time weapon or power up; see the game's manual for more information.

Napalm—Right, Left, Up
 Freeze Burst—Left, Right, Up
 Drop Mine—Right, Left, Down
 Rear Attack—Left, Right, Down
 Shield—Up, Up, Right
 High Jump—Up, Up, Left
 Invincibility—Right, Down, Left, Up
 Sell Your Soul

If you're low on health, quickly press Down, Up, Right, Left, Up, Up, Down, Down during the game (not while paused). You'll lose your special weapons, but you'll get a health boost. This only works when your Advanced Attack Energy bar is full.

Minion Special

To fire Minion's special weapon—regardless of which vehicle you're driving—hold the machine gun button (default-R2) and quickly press Up, Down, Up, Up. This only works when your Advanced Attack Energy bar is full.

Secret Vehicles

At the "Select Car" screen, enter any of the following codes. You'll hear a loud explosion to confirm each code, then cycle through the different vehicles to find the new ones:

Sweet Tooth—Up, L1, △, Right
 Minion—L1, Up, Down, Left

Secret Stages

At the "Choose Battleground" screen in two-player mode, enter one of the following codes. You'll immediately advance to the car select menu; when the battle starts, you'll be playing in the secret stage you chose.

"Assault on Cyburbia" stage from *Twisted Metal*—Down, Up, L1, R1
 "Rooftop Combat" stage from *Twisted Metal*—Down, Left, R1, Down

"Suicide Swamp" stage from *Jet Moto*—Up, Down, Right, R1

TWISTED METAL III

God Mode

At any time during gameplay (not while paused), quickly press Up, Down, Up, Up, ○, Right, △, □, Up, Down, L2.

Temporary Invincibility

At any time during gameplay (not while paused), quickly press Up, Down, Left, Right. Cheat Passwords

L1, L1, R1, R1—Infinite Special Weapons
 ↑, ↑, ↑, ←—Access Warehouse level in Deathmatch mode
 ○, ○, L1, L1, START—Play as Sweet Tooth in Tournament mode
 →, →, →, ←—Play as Sweet Tooth in Deathmatch mode
 ↑, START, ↓, L1, □—Play as Minion in Tournament mode
 ←, ←, →, →—Play as Minion in Deathmatch mode

START, START, START, START, START—Unlock memory card save option

TWISTED METAL 4

Secret Passwords

From the main menu, select "Options," then select "Password." Enter any of the passwords below at the screen that appears. You'll hear a laughing sound effect after entering a correct code.

God Mode—Down, Left, L1, Left, Right
 Unlock Minion—△, L1, L1, Left, Up
 Unlock Sweet Tooth—START, R1, Right, Right, Left
 Unlock Crusher—Down, R1, Right, R1, L1
 Unlock Moon Buggy—START, △, Right, L1, L1, START
 Unlock RC Car—Up, Down, Left, START, Right
 Unlock Super Auger—Left, ○, △, Right, Down
 Unlock Super Axel—Up, Right, Down, Up, L1
 Unlock Super Thumper—○, △, START, ○, Left
 Unlock Super Slamm—Right, L1, START, ○, START
 All items are Napalms—Right, Left, R1, Right, ○
 Unlimited special weapons—△, L1, Down, △, Up
 CPU attacks only you—Right, △, Right, △, L1

URBAN CHAOS

Unlock All Levels

At the main menu, make sure the cursor is not on "Options," then hold R1 + L1 + SELECT and press START. You'll hear a special sound effect and the words "All Levels Cheat Enabled" will appear at the bottom of the screen if you entered the code correctly.

Extra Weapons

At any time during gameplay, hold down □ + ○ + △ + X and press Right. Each time you do this, weapons will appear around you to pick up.

V-RALLY 2: NEED FOR SPEED

Unlock Everything

From the main menu, select "Game Options." Next, select "Game Progression." Then, press L1, R1, Left, Right, Left, Right, Up, Down, Up, Down, X, X + SELECT. You'll hear a buzzer sound effect if you input the code correctly. Now you'll be able to unlock any part of the game shown on this screen by pressing X at the corresponding box.

VIGILANTE 8

Cheat Passwords

Choose "Options" from the main menu, then select "Game Status," press the ○ button to

call up the passcode menu, then enter any of the following cheat codes for different effects:

W M N N W L H T S C U C L H—Unlock all secret characters and levels
 M O N S T E R _ W H E E L S—Wheels are double size
 S A M E _ C H A R A C T E R—In two-player mode, both characters can use the same vehicle
 R E D U C E _ G R A V I T Y—Less gravity
 G O _ S I G H T S E E I N G—No enemies in Arcade mode
 I _ W I L L _ N O T _ D I E—Invincibility
 H A R D E S T _ O F _ A L L—More difficult enemies
 D E A D L Y _ M I S S I L E—Enemies start with secondary weapons

VIGILANTE 8: 2ND OFFENSE

Secret Codes

From the main menu, enter the "Options" menu, then select "Game Status" and move the cursor to one of the pictures of the game's characters. Press L1 + R1 at the same time, and you'll be able to enter a code at the bottom of the screen. You hear someone say "Funky!" after entering a correct code. For the "Watch all endings" code, press X again immediately after entering the code.

Faster firing rate—RAPID_FIRE
 Slower gameplay—GO_SLOW_MO
 Higher suspensions—JACK_IT_UP
 Faster cars—MORE_SPEED
 Heavier cars—GO_RAMMING
 Quick start in Arcade Mode—QUICK_PLAY
 Play alone in Arcade Mode—HOME_ALONE
 No gravity—NO_GRAVITY
 Big wheels—GO_MONSTER
 Watch all endings—LONG_MOVIE
 No wheel attachment icons—DRIVE_ONLY
 Super missiles—BLAST_FIRE
 Attract enemies—UNDER_FIRE
 Select same cars in multi-player—MIXED_CARS
 Unlock Original Vigilante 8 Levels
 At any time during gameplay, press START to pause the game. Press the OPEN on the PlayStation console and replace the *Vigilante 8: 2nd Offense* game disc with the original *Vigilante 8* game disc. You'll see the message "V8 Levels Enabled!" appear on the screen. When you return to the main menu and start another game, you'll be able to select levels from the original *Vigilante 8*.

VR SPORTS POWERBOAT RACING

Secret Codes

Enter one of the following names at the "Name Entry" menu to get different effects as follows:
 DEFORM—Gives the racers huge heads
 LARGE—Gives the boats huge motors
 COMPACT—Makes the boats super tiny
 LONGONE—Makes the boats longer
 SPEEDED—Makes your boat faster
 HELP_ME—Turbo power-ups will be scattered throughout the courses; pick them up for extra speed

WARHAWK

Special Access Codes

Choose "Special Access" from the main menu and enter the passcodes shown below for different effects or level warps.
 □ □ □ ○ □ X □—Preview the Epilogues
 □ □ □ ○ □ X X □—Check the Special Upgrades
 △ X ○ □ X □ □—Preview the Movies
 X ○ □ X □ X □—Kali Mode (Powered-Up Weapons)

□ □ □ □ X △ △—Thor Mode (9999 Flash Bombs)

△ △ △ □ △ △ X—Infinite Weapons
 ○ ○ ○ _ X △ X X—Warhawk A-La-Mode (Infinite Weapons + Invincibility)
 △ □ X △ X □ □—Desert Level
 △ □ X △ □ □ X—Pyramid Has Risen
 △ X △ □ □ □ □—Desert is All But Done
 ○ △ X □ □ □ □—Canyon Level
 ○ □ □ X □ X □—In the Canyon with Amber
 ○ △ X □ □ □ △—In the Canyon with Belle
 ○ □ □ △ △ △ □—In the Canyon with Crystal
 ○ ○ □ △ △ □ △—Approaching Uma
 X △ X □ □ □ □—Airship Level
 X ○ △ △ □ □ X—Post-Transformation Airship
 X □ △ X □ □ □—Airship Rear Hanger is Open

□ △ X X X □ □—Volcano Level
 □ □ X ○ □ □ □—Volcano Boss is Active
 △ ○ △ □ X □ □—Gauntlet Level
 △ ○ X △ X □ □—East Gauntlet Boss
 △ ○ □ △ □ □ X—West Gauntlet Boss
 △ ○ □ △ □ □ □—In the Gatekeeper
 △ X □ □ X □ □—Stormland
 △ X X □ □ □ X—Above 1st Force Field
 X △ X □ X □ □—Above 2nd Force Field
 △ X □ □ X △ □—Above 3rd Force Field
 △ X □ □ □ X X—Kreel's Door is Open
 X △ X □ □ □ X—Face-to-face with Kreel

WCW MAYHEM

Secret Passwords

Enter any of the following passwords at the Pay-Per-View Password screen:
 P L Y H D N G Y S—Hidden wrestlers unlocked
 C B C K R M S—Special area select
 C H T 4 D B S T—Quest chest enabled
 D P L G N G R S—Doppelganger select enabled
 N G G D Y N L N—Test Case 1 unlocked
 P L Y N T R C L S C—Classic Nitro setting
 P R N T M M N T M—Momentum print enabled
 P R N T S T M N—Stamina print enabled
 M K S P R C W S—Bionic created wrestlers
 M S K D L T L R Y—Masked Little Rey Enabled

WCW NITRO

Secret Characters

At the title menu—the one that says "Start Game" and "Options"—press R1, R1, R1, R1, L1, L1, L1, L2, R2, R2, R2, L2, L2, L2, SELECT; you'll hear a sound to confirm the code. Now you have access to 48 secret characters.

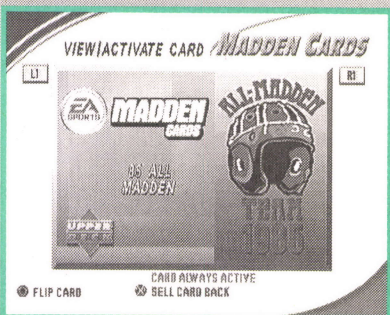
Secret Arenas

At the options menu, highlight the "Ring" option. Instead of pressing Left or Right on the D-pad to change the ring, press R1, R2, R1, R2, SELECT to advance through the list (or L1, L2, L2, SELECT to go back through the list). When you do this, you'll be able to access several secret rings, including a spaceship, a graveyard and more.

Change Body Size

Enter one of the following codes at the character-select screen to change the way your wrestler appears during the match. Note: To deactivate any of these codes, just enter the same code again or enter a different code.

• Big Head—R1, R1, R1, R1, R1, R1, R2, SELECT
 • Big Head, Hands and Feet—R2, R2, R2, R2, R2, R2, R1, SELECT
 • Swelling Head—L1, L1, L1, L1, L1, L1, L1, L2, SELECT (you look normal at the start, but your head gets bigger each time you get hit)



238—Gridiron Stadium (Home of the Industrials)
 239—Salvage Field (Home of the Junkyard Dogs)
 240—Tiberium Stadium (Home of the Praetorians)
 241—4th & Incas Stadium (Home of the Vipers)
 242—Alpha Blitz Stadium (Home of the Sugar Buzz)
 243—Nile Hi Stadium (Home of the Mummies)
 244—Super Bowl XXXVI (New Orleans, LA)
 245—Super Bowl XXXVII

(San Diego, CA)
 246—Super Bowl XXXVIII (Jacksonville, FL)

SECRET TEAMS

Like the "Secret Stadiums" cards, the Gold-only "Secret Teams" cards can never be used up (but they can be sold or traded). As soon as you have one of them in your card album, the corresponding team will always appear at the Team Select screen as soon as your User Profile is loaded.

247—'84 All-Madden
 248—'85 All-Madden
 249—'86 All-Madden
 250—'87 All-Madden
 251—'88 All-Madden
 252—'89 All-Madden
 253—'90 All-Madden
 254—'91 All-Madden
 255—'92 All-Madden
 256—'93 All-Madden
 257—'94 All-Madden
 258—'95 All-Madden
 259—'96 All-Madden
 260—'97 All-Madden
 261—'98 All-Madden

1942

Passwords

Stage 04—Medal, Medal, Player's Plane, Enemy Plane
Stage 08—Player's Plane, Enemy Plane, Enemy Plane, Medal
Stage 12—Bullet, Enemy Plane, Player's Plane, Player's Plane
Stage 16—Enemy Plane, Enemy Plane, Bullet, Enemy Plane
Stage 20—Player's Plane, Medal, Bullet, Player's Plane
Stage 24—Bullet, Player's Plane, Medal, Medal
Stage 28—Medal, Enemy Plane, Medal, Enemy Plane

A BUG'S LIFE

Passwords

Level 2—9 L K K
Bonus Level—B L 2 6
Level 3—5 P 9 K
Level 4—6 6 5 2
Level 5—B K K 2
Level 6—2 P L B
Level 7—6 5 6 2
Level 8—L 5 9 B

ASTEROIDS (Game Boy Color version)

Passwords

Enter these passwords from the "Single Player" option under the main menu.
S P A C E V A C—Zone 2
S T A R S B R N—Zone 3
W O R M S I G N—Zone 4
I N C O M I N G—Zone 5
P R O J E C T X—Unlock Excalibur ship
Q R T R E A T R—Unlock Classic Asteroids. The option to play Classic Asteroids will appear on the main menu.
C H E A T O N X—Unlock cheat menu. Press SELECT in the middle of a game to activate the cheat menu. You'll be able to warp instantly to any stage. Also, setting "Hits off" to 001 will make your ship invincible.

AUSTIN POWERS: OH BEHAVE!

Secret Messages

At any point during the game, enter "FAB-DOS" and input any of the following words to display a secret message. You must press B after typing each word.
SHAG
HORNY
RANDY

AUSTIN POWERS: WELCOME TO MY UNDERGROUND LAIR!

Secret Messages

At any point during the game, enter "EVIL-DOS" and input any of the following words to display a secret message. You must press B after typing each word.
LASER
BIGGLESWORTH

BABE AND FRIENDS

Passwords

Level 2—B 0 B
Level 3—R N 6
Level 4—G 5 M
Level 5—R M 1
Level 6—N 6 W
Level 7—T Y Q

BATTLE ARENA TOSHINDEN

Boss Code

After the Takara logo disappears at the start of the game, a picture of Ellis will appear. When you see her, press Up, Down, A, B, Right, Left, A, B. You'll hear a signal to confirm the code; now when you start the game, you'll have four additional characters to choose from: the bosses Uranus, Sho, Gaia and Gaia II.

BOARDER ZONE

Passwords

Unlock Time Course 4—1 3 1 0 9 5
Unlock Time Course 5—0 2 0 9 7 1
Unlock Trick Course 5—2 9 0 7 7 1
Unlock Slalom Course 5—3 1 0 1 6 9

BOOMER'S ADVENTURE IN ASMIK WORLD

Stage Select

Enter the password ANCIENT to access a stage-select menu.

BUGS BUNNY CRAZY CASTLE 3

Garden Passwords

Stage 5—S T B X 4 R

Stage 10—L 4 B X 4 N

Stage 15—4 2 B 2 G 8

Hall Passwords

Stage 16—G H B 2 4 8

Stage 20—3 9 B V 4 ●

Stage 25—7 Y S V G T

Stage 30—V D S 8 G T

Basement Passwords

Stage 31—2 8 S 2 4 C

Stage 35—F M X X G I

Stage 40—T J X V 8 K

Stage 45—D 5 L 2 8 6

Treasure Passwords

Stage 46—8 C L V D J

Stage 50—7 D L 8 8 9

Stage 55—R 3 L V D R

Stage 60—9 9 L 8 D H

Old Castle Password

Stage 61—6 2 L X D H

CARMAGEDDON

Secret Password

Enter 0 2 6 5 2 D ♡ V as a password to unlock all stages. You'll also start with the Abba Cab and 40,000 credits.

CARROT CRAZY

Stage Skip

Choose "Options" at the title screen, then access the Password option and enter the following sequence: Tasmanian Devil, Elmer Fudd, Daffy Duck. Now start the game. At any time during play, press START to pause, then press SELECT to warp to the end of the current stage.

CHOPFLIFTER II

Passwords

Sector 2, Level 2—B Y M S F W R

Sector 2, Level 3—R G H T H N D

Sector 3, Level 1—G D G M P L Y

Sector 3, Level 2—T R Y H R D R

Sector 3, Level 3—S P R Y S K S

Sector 4, Level 1—C M P T R W Z

Sector 4, Level 2—C H P Y B Y S

Sector 4, Level 3—V R Y H P P Y

Sector 5, Level 1—G M B Y Q Z D

Sector 5, Level 2—L V L Y T T Z

Sector 5, Level 3—G D D Y G M Z

DONKEY KONG LAND II

47 Kremcoins

At the "Select Game" screen, highlight a saved game file, hold Left or Right on the D-pad and press A, B, A, B, A, B repeatedly until you hear a signal. You'll enter that saved game with 47 Kremcoins, enough to pay off Klubbba and enter the Lost World from any Kiosk.

DRAGONHEART

Passwords

Stage 2—B C D L S T

Stage 3—D C L T S B

Stage 4—L C T B S D

Stage 5—C B L S B T

Stage 6—T T S C D C

Stage 7—S D C D T S

Stage 8—B V D V S C

FACEBALL 2000

Secret Rooms/Level Warps

When you find the exit in the first level of the Cyberscape game, shoot the exit five times; you'll be sent to a special room with a speedup pod, a nine-lives pod and warp doors to levels 10, 15, 20 and 25. If you shoot at the nine lives pod three times, it will change into a key; grab it and the west wall of the secret room will open to reveal another room with a speedup pod, an automag pod, a level 3 armor pod and warp doors to levels 30, 35 and 40. (Watch for the Ninja in this room, though.)

Note that the armor pod did not disappear when you took armor from it. Travel to the west wing of the secret room and find the wall that faces south. (When you see the south wall, there will be a flashing warp door to your right; that's the exit to level 40.) Shoot the south wall once, then touch it. Then go back around the corner to the armor pod. Touch the pod and shoot it to get a key that opens the south wall and a third secret area with two ninjas. Defeat them to find an automag pod, an armor pod and warps to levels 45, 50 and 55.

Next, go to the southeast corner of this room, shoot the east wall, then touch it. Now go back to the automag pod and touch it three times; it will turn into a key that will open the

east wall in the corner, which leads to yet another secret room. Inside are automag, speedup and armor pods as well as three more nasty ninjas and warps to levels 60 and 65. Finally, check out the east wall of this newest room. Stand near the center of the wall and move slightly to the left; now touch this part of the wall five times and shoot it once to open a secret door that leads to the final part of the first level. Just inside the door is a warp to level 70, but there are also four ninjas waiting for you.

THE FINAL FANTASY LEGEND

Sound Test

At the title screen, press SELECT + START + B and hold all three buttons down for about three seconds. When you release the buttons, a sound test menu will appear.

FINAL FANTASY LEGEND II

Sound Test

At the title screen, hold SELECT + B and press START.

GAME & WATCH GALLERY

Reset Cartridge Memory

At the title screen, don't press Up, Up, Down, Down, Left, Left, Right, Right. If you do, you'll lose all of your high scores and saved milestones.

GAME BOY CAMERA

Secret Game

Play the Space Fever II game until you achieve a score of 2,000 points or more. The next time you play Space Fever II, a new "?" option will appear between the Ball and "DJ" items; shoot this object to play a secret game called Run! Run! Run!; if you win the race, press the A button rapidly to raise the flag at the victory screen. Earning 2,000 points in Space Fever II also changes the function of the "Credits" option; instead of the dancing man, you can now see the real credits sequence.

Secret Photos

To reveal the secret "?" photos in Album B, you must perform the following tasks (check the Hi Score table and the "Record" screen to see how close you are):

- Page B3, photo 1—Shoot at least 60 photos.
- Page B3, photo 2—Delete at least 60 photos.
- Page B3, photo 3—Transfer 15 photos to another Game Boy Camera using the link cable.
- Page B3, photo 4—Receive five photos from a Game Boy Camera that shows the male symbol ♂ at the User Name screen.
- Page B3, photo 5—Receive five photos from a Game Boy Camera that shows the female symbol ♀ at the User Name screen.
- Page B3, photo 6—Print at least 30 pictures with the Game Boy Printer.
- Page B3, photo 7—Get a score of 3,000 points or more in the Space Fever II mini-game.
- Page B3, photo 8—Get a score of 5,000 points or more in the Space Fever II mini-game.
- Page B4, photo 1—Get a score of 7,000 points or more in the Space Fever II mini-game.
- Page B4, photo 2—Get a score of 500 points or more in the Ball mini-game.
- Page B4, photo 3—Get a score of 700 points or more in the Ball mini-game.
- Page B4, photo 4—Get a score of 1,000 points or more in the Ball mini-game.
- Page B4, photo 5—Get a time of 17 seconds or less in the Run! Run! Run! mini-game.
- Page B4, photo 6—Get a time of 16 seconds or less in the Run! Run! Run! mini-game.

Secret DJ Options

Each of the following tricks works in DJ mode when your character is on the screen:

- If you highlight "SE" and tap Right on the D-pad, the song will restart from the beginning. Try tapping Right repeatedly to "stutter" the first note.
- If you highlight "SE" and hold the D-pad diagonally in the Up/Right position, the music will be temporarily transposed into a higher register. Likewise, if you hold Down/Right, the music will change to a lower key.
- If you highlight "Tempo" and hold Left on the D-pad, the music will play in reverse.

Print DJ Music

First, connect your Game Boy to the Game Boy Printer and turn the Printer on. Next,

enter DJ mode, press SELECT to access the "Trippy-H" synthesizer screen, make sure the "Sound I" tab is highlighted in the upper left corner of the screen, hold the START button and press A. The Printer will spit out a long table of information that tells you everything you need to program the current tune on any Game Boy Camera. (Note: The Game Boy will stop playing music during this process. Please be patient, as the printer must pause to load data several times before the printout is complete.) You can use these printouts to exchange music data with your friends.

Flip the Stamps

When using the "Stamp" function, position any stamp on the photo and continue to hold the A button down. After a few seconds, the stamp will begin to "flip" horizontally; if you release the A button at the right time, the stamp will remain flipped over on the screen.

Change Speed

At the title screen, hold Up to make Mario dance faster or Down to slow him down. This also works on the funny face at the "View" menu. You can also change the speed of the "Slide Show" by pressing Up or Down.

GAME BOY PRINTER

Secret Message

Press and hold the FEED button when you turn the Game Boy Printer on. You can release the FEED button when you start to see an image appear on the paper; it's a secret message along with a tiny picture.

GEX: ENTER THE GECKO

Password

Choose "Password" from the main menu and enter the following code:

↓ ↓ ↓ ↓ ↓
↓ ↓ ↓ ↓ ↓
↓ ↓ ↓ ↓ ↓
↓ ↓ ↑ ↑ ↓
↔ ↓ ↓ → ↔

This password unlocks all of the gates so you can access any level. Remember: To make a solid arrow in the password, hold the B button and press the D-pad in the direction of the arrow. To make an outlined arrow, hold A instead.

GHOSTS 'N GOBLINS

Quest 1 Passwords

Level 2—L ♠ K ♥ ♥ ♥ B L
Level 3—Q 0 M ♥ ♥ ♥ 1 H
Level 4—P S ♥ ♥ 7 ♥ B 4
Level 5—T J R ♥ 7 ♥ 2 h
Level 6—J J T ♥ 7 ♥ 7 L
Final boss—K D C ♥ H ♥ S H

Quest 2 Passwords

Level 1—G N ♥ ♥ K 0 0 H
Level 2—G N 1 ♥ 5 0 8 J
Level 3—X 4 3 ♥ 5 0 M R
Level 4—L S H 9 1 1 4
Level 5—D N 7 ♥ 9 3 ♥ 7
Level 6—X N 9 ♥ 9 3 3
Final boss—N 8 C ♥ K 4 0 N

GODZILLA: THE SERIES

Passwords

Level 2—N C F R G J J B B K
Level 3—D M T F L S B F Q M
Level 4—P K D J M P L N P S
Level 5—K D Q L H R N D C N
Level 6—D M J M B J R F F R

GRAND THEFT AUTO

Unlock Hidden Characters

Before starting a game, rename the character "KELLY" to "SUMNER." Many hidden characters will appear in the menu.

JAMES BOND 007

Mini-Games

To play three different card games, choose a blank save spot at the Player Select menu. When the "Your Name" entry screen appears, enter "BLACKJACK" to play Blackjack, "BACCARAT" to play Baccarat or "REDOG" to play Red Dog.

KILLER INSTINCT

Boss Code

Choose any character; then, at the match-up screen just before the fight starts, hold Right on the D-pad and quickly press SELECT, START, B, A.

THE KING OF FIGHTERS '95

Secret Codes

When the Takara logo appears at the begin-

ning of the game, press the **SELECT** button repeatedly for different effects as follows:

- Press **SELECT** three times to access two hidden characters, Saisyu and Rugal.
- Press **SELECT** 20 times for one additional hidden character, Nakoruru.
- If you press **SELECT** 25 times, you get the hidden characters, plus you'll start each battle with your Super meter maxed out.
- If you hold **A + B** and press **SELECT** at the Takara logo screen, you'll be able to choose the same character up to three times for a single team in Team mode.

KLAX (Game Boy Color version)

Passwords

Yellow alien, pillar, pillar, red circle—Wave 1, 6 or 11

Red circle, yellow alien, blue square, yellow alien—Wave 5 completed

Yellow alien, yellow alien, blue square, green alien—Wave 10 completed

Green diamond, yellow alien, green alien, green diamond—Wave 15 completed

Green diamond, blue square, green diamond, green alien—Wave 20 completed

Pillar, yellow alien, blue square, pillar—Wave 25 completed

Green alien, red circle, pillar, pillar—Wave 30 completed

Red circle, red circle, yellow alien, yellow alien—Wave 35 completed

Pillar, green diamond, green diamond, red circle—Wave 40 completed

Yellow alien, green diamond, red circle, pillar—Wave 45 completed

Blue square, green diamond, yellow alien, blue square—Wave 50 completed

Pillar, blue square, blue square, yellow alien—Wave 55 completed

Red circle, blue square, red circle, green alien—Wave 60 completed

Red circle, green diamond, green diamond, green alien—Wave 65 completed

Red circle, blue square, blue square, pillar—Wave 70 completed

Green alien, green alien, yellow alien, red circle—Wave 75 completed

Pillar, red circle, red circle, pillar—Wave 80 completed

Blue square, green alien, green diamond, red circle—Wave 85 completed

Yellow alien, green alien, red circle, green diamond—Wave 90 completed

Pillar, pillar, green alien, blue square—Wave 95 completed

Pillar, yellow alien, green diamond, green diamond—See the credits

Blue square, pillar, green diamond, green alien—Read the "story of Klax"

Yellow alien, pillar, pillar, green alien—Read the real story of Klax

Green alien, green alien, red circle, blue square—Mini-game (programmers' heads)

Red circle, green diamond, blue square, green alien—Mini-game "Snake"

Green alien, green alien, blue square, green alien—Mini-game "Furd Herder"

THE LEGEND OF ZELDA: LINK'S AWAKENING

Exploding Arrows

At the inventory menu, equip yourself with both bombs and arrows. You'll be able to fire them simultaneously, giving you arrows that explode.

Boomerang Trick

Stand near the rooster and throw the boomerang, then grab the rooster before the boomerang returns to you. Now you can run around with the rooster while the boomerang flies around, killing enemies.

THE LION KING

Stage Skip

At any time during the game, press **START** to pause, then quickly press **B, A, A, B, A, A**. You'll immediately skip to the next stage.

LUCKY LUKE

Passwords

Stagecoach—Dog, Prospector, Horse, Luke, Horse

Painful Gulch—Dog, Dog, Prospector, Prospector, Luke

Train—Luke, Horse, Horse, Prospector, Luke

Saloon—Horse, Prospector, Horse, Prospector, Dog

The Prairie—Prospector, Luke, Luke, Dog, Horse

Buffalo—Dog, Horse, Luke, Prospector, Prospector

Ranch—Luke, Horse, Dog, Prospector, Dog
Rapids—Horse, Horse, Luke, Dog, Prospector
Cheyenne Mountains—Prospector, Dog, Luke, Horse, Dog
Tornado—Luke, Luke, Dog, Prospector, Horse
Jail—Dog, Horse, Luke, Prospector, Dog

MEN IN BLACK: THE SERIES

Access Codes

Manhattan—2 7 1 0

Sewers—1 8 0 7

Aerodrome—0 3 0 9

Rooftops—2 7 0 5

Forest—3 1 0 7

Game ending—1 9 4 3

Zoom Mode

Choose "Access Codes" from the Command Center menu and enter the code 0 6 0 1; you will get an error message. Now press **START** to return to the Command Center and start a new game. At any time during the game, hold the **SELECT** button and you can use the D-pad to make your character fly through the air to any part of the current stage.

Stage Skip

Choose "Access Codes" from the Command Center menu and enter the code 2 4 0 9; you will get an error message. Now press **START** to return to the Command Center and start a new game. At any time during the game, press **START** to pause, then press **SELECT**; you will be warped immediately to the end of the stage.

MORTAL KOMBAT

Play as Goro

First, defeat Shang Tsung and win the game. Watch the credits roll by and wait for the words "THE END" to appear. Point the control pad to the **Upper Left** position and hold it there, and hold the **SELECT** and **A** buttons as well. Continue to hold those buttons down until the screen fades and the words "ENTER YOUR INITIALS" appear on the screen. Next, input your initials and press **A**. When the high score table appears, press **START**; you'll get a screen that reads, "Goro lives...as you!" You've just discovered a hidden version of *Mortal Kombat* where you play as Goro and all of your opponents have been given new names.

MORTAL KOMBAT II

Secret Character: Smoke

When battling in the *Kombat* Tomb stage, watch for Dan "Toasty" Forden to appear; he's the little head that pops up in the lower right corner of the screen at certain times, usually after uppercuts or cool combos. As soon as you see him, hold **Down** on the D-pad and press the **START** button to warp to a battle against the secret ninja character, Smoke.

Secret Character: Jade

Watch the "Battle Plan" that shows who your next opponent is in one-player mode. When you reach the opponent just before the "7" square on the battle plan, defeat that opponent using only the Kick button in the winning round. If you can do this, your next opponent will be the secret female ninja, Jade.

MORTAL KOMBAT 4

Extra Credits

At the difficulty select screen, press **Up** or **Down** to change the number of credits displayed at the top of the screen; you can start with up to five.

Kombat Codes

At the "Enter Kombat Code" screen just before a fight, enter the following codes using the D-pad. The numbers represent the number of times you have to press **Up** to change the symbol in each box. You can also advance through the icons in reverse order by pressing **Down**. For example, to unlock Reptile as a playable character, enter the code 192-234 as follows:

- 1) Highlight the first icon box, press **Up** once.
 - 2) Highlight the second icon box, press **Up** nine times (or **Down** once).
 - 3) At the third box, press **Up** twice.
 - 4) At the fourth box press **Up** twice.
 - 5) At the fifth box press **Up** three times.
 - 6) At the last box press **Up** four times. You'll get a message to confirm proper entry of each code:
- 1 9 2 - 2 3 4—Unlock Reptile
2 0 5 - 2 0 5—Fight against Reptile
0 0 1 - 0 0 1—Unlimited Run
9 8 7 - 1 2 3—No power bars

1 0 0 - 1 0 0—Throwing disabled
0 2 0 - 0 2 0—Blocking disabled
6 8 8 - 4 2 2—Dark Kombat
9 8 5 - 1 2 5—Psycho Kombat
3 3 3 - 3 3 3—Randper Kombat
0 0 0 - 7 0 7—Computer starts with 1/4 life
7 0 7 - 0 0 0—Player 1 starts with 1/4 life
0 0 0 - 0 3 3—Computer starts with 1/2 life
0 3 3 - 0 0 0—Player 1 starts with 1/2 life

MR. NUTZ

Passwords

Adventure Park—D D M M N N

The Living Room!—N N R R G G

Volcano Underpass—C C L L R S

Mean Streets—J J M P P R

Ice Scream—S W W T C H

MULAN

Passwords

Level 2—J S F P W

Level 3—Q G H X B

THE NEW ADVENTURES OF

MARY-KATE & ASHLEY

Passwords

The Case of Volcano Mystery—C B T H P M

The Case of the Haunted Camp—G M Q T C K

The Case of the Fun House Mystery—L H D D Q J

The Case of the Hotel Who-Done-It—M D G K M Q

NFL BLITZ

Passwords

Play as the Midway Blitzers—0 6 2 6 7 5 4 5

Play as the Emeryville Eclipse—0 0 6 0 6 7 4 4

Secret Codes

Choose "Exhibition" from the main menu and choose a team. When the "Vs." screen appears, enter any of the following codes to get different effects:

Infinite Turbo—**START, START, START, START, START, B, A, A, A, A, Up**
No Fumbles—**START, START, START, START, B, B, A, A, A, Down**
Invisible Receiver—**START, START, START, START, B, B, B, A, A, A, Up**
No Pointer—**START, START, START, B, B, B, A, A, A, Left**
Start in Overtime—**A, A, A, A, A, Up**
Parking Lot Field—**START, START, START, B, B, A, A, A, Down**
Space Field—**START, START, A, A, Right**
Night Game—**START, START, B, B, A, A, Right**
Predator Mode—**START, START, START, START, START, B, B, B, B, A, Up**

ODDWORLD ADVENTURES

Super Jump

When Abe is jumping, press the **START** button to pause the game while he's still in mid-air. After you unpause, Abe will jump again, doubling the height (or length) of his original jump. You can continue to extend the same jump as many times as you want with the proper timing.

Passwords

Level 2-0—J C B C M

Level 2-1—J M B C C

Level 2-2—J M C C B

Level 2-3—J P C C D

Level 2-4—J T C C J

Level 2-5—S T C C S

Level 2-6—S B C C T

Level 2-7—T B F C Q

Level 3-1—T B K C L

Level 3-2—T B T C B

Level 3-3—T B T D C

Final Level—T B T B T

PITFALL: BEYOND THE JUNGLE

Passwords

The Wilderness—S W N G R B T S

Underground Caverns—F L T Y W T R S

The Volcano—G N G D W N

The Prison 1—S L T H R N G

The Prison 2—B N G D N S D

The Scourge—S W P N G B L W

POKEMON: SPECIAL PIKACHU EDITION

(Yellow version)

Level Up Pikachu

When playing *Pokémon Yellow*, your starting Pikachu will obey you no matter what level he is or how many badges your character has earned. Knowing this, one quick way to blaze through the game is to trade your starting Pikachu into another *Pokémon* game that you've already finished and quickly level Pikachu up by having him lead off during

battles in the Elite Four tournament. When you trade him back into *Pokémon Yellow*, your character will have no trouble controlling him, even if his levels are maxed out and you haven't earned a single badge. This will only work with your *Pokémon Yellow* starting Pikachu, i.e. the one that follows you around everywhere.

Bucket-Head Pikachu

Pikachu trails behind your main character during the game, and you can turn around and "speak" to Pikachu to get a graphical representation of what's on his mind. When you take Pikachu fishing, maneuver your character so you're standing beside Pikachu. After fishing, turn to speak to Pikachu and he will respond with a bubble over his head with a picture of a fish in it. Zoom in on Pikachu and you'll see that he's put your fishing bucket on his head!

POPEYE 2

Secret Menu

While the words "Push Start" are flashing at the title screen, press **Left, Up, Right, Up, Left, Left, Up, Right, Up, Left, Up**. A secret menu called "Popeye 2 Music Island" will appear. Use **Up** or **Down** and the **A** button to sample the game's music, or use **Left** or **Right** and **B** to hear any of the game's sound effects. The "Round" setting is a limited stage-select; press **SELECT** to change the number, then press **START** to begin at any of the following stages:

00—Round 1-1
01—Round 1-2
02—Round 1-3
03—Round 1-4
04—Round 2-1
05—Round 2-2
06—Round 2-3
07—Round 2-4

PRINCE OF PERSIA

Passwords

Level 2—0 6 7 6 9 0 7 5

Level 3—2 8 6 1 1 0 6 5

Level 4—9 2 1 1 7 0 1 5

Level 5—8 7 0 1 9 1 0 5

Level 6—4 6 3 0 8 1 3 5

Level 7—6 5 9 0 3 1 9 5

Level 8—7 0 9 1 4 1 9 5

Level 9—6 8 8 1 3 6 8 5

Level 10—0 1 4 1 4 6 5 4

Level 11—3 2 7 1 0 7 4 4

Level 12—2 6 6 1 4 7 7 4

Battle with Jaffar—9 8 1 1 9 4 6 4

Ending—8 9 0 1 2 4 1 4

RAMPAGE WORLD TOUR

Two-Player Mode

To unlock a secret two-player link cable option, hold the **SELECT** button at the main menu and press **Up, Down, Left, Right, Down, Up**. Note that you must have two Game Boys, a link cable and two copies of the *Rampage* cartridge to play in two-player mode.

RAMPAGE 2 UNIVERSAL TOUR

Make Your Own Password

To start at any stage with any character, choose "Password" from the main menu, then construct a password as follows:

- 1) Enter one of the following as the first character of your password to choose which character you'd like to play as:

B—Curtis

C—Boris

D—Ruby

F—George

G—Lizzie

H—Ralph

J—Mykus

K—Pucous

L—Noobus

- 2) Enter one of the following as the second character of your password to choose which area you'd like to start in:

B—U.S.A.

C—Europe

D—Asia

F—Everywhere else

G—Outer Space

- 3) Enter any character except 4, 5, 6, 7, 8, 9 and A as the third character of your password to choose which city you'd like to start in. Each area has 25 cities; enter B to choose the first city, C to choose the second, etc. all the way up to the number 3 which represents the 25th city in the chosen area.

4-8) Enter "B B B B N" as the fourth through eighth characters of your password.
 9) Now you're at the last character of the password, so all you need to do is to try each character—one at a time—until you find the one that "locks" the password into place with a checksum. If you get sent back to the main menu when you press **A**, your password is in place, so just choose "Start Game" to begin.

READY 2 RUMBLE BOXING

Unlock Hidden Boxers

Enter any of the following codes below at the main menu. Make sure the words "Arcade Mode" are highlighted. You'll hear a special sound effect after correctly entering a code.

Unlock Kemo Claw—Press **Left, Left, Left, Right, Right, Right, Left, Right, Left, Right**.

Unlock Nat Daddy—Enter the code above, then press **Right, Right, Right, Left, Left, Left, Right, Left, Right, Left**.

Unlock Damian Black—Enter the code above, then press **Right, Left, Right, Right, Left, Left, Right, Right, Left, Left, Left**.

THE RUGRATS MOVIE

Passwords

Train Crash—B V B Y F J N D
 Hospital—T Q M M Y Q K
 Light Woods—R J D B C V R T
 Dark Woods—V N G B L J C V
 Reptar Ride—B J G M S V S H
 Ancient Ruins—L J T B W Q D

RUGRATS: TIME TRAVELERS

Passwords

M J N F L F V L—1800s Goldmine
 F G Y P T L F V—Ancient Egypt
 V T L V N T J S—Atlantis
 J V R R V S J C—Jurassic
 M F D J F V L—Medieval
 F V J R Y L F V—Fairytale
 P J R V T F L V—Pirates!
 C J R C V S L V—Big Top
 S P V C F L F V—Outer Space
 C Q Q K J F S S—Toy Palace North Wing
 B V B Y R J C F—Wild West
 C R V W L J N G—Toy Palace East Wing
 P L V Y P F N S—Toy Palace South Wing
 T Q Y B Q X F S—Toy Palace West Wing
 T R V J N S F T—On the Moon
 B V T H T J M F—Crane mini game
 C F J N S T F R—Bell mini game
 B V B Y G R Q W—Shooting mini game
 W F V N N J N G—Egg mini game
 P R F S F N T S—Ending

SAMURAI SHODOWN

Secret Characters

To get three secret characters, press the **SELECT** button three times while Haohmaru is shown in the opening demo.

SHAMUS

Cheat Passwords

Enter any of the following passwords to start at the corresponding stage with all keys in your inventory and 31 lives in reserve:
 5 G F 3 S G V 1 V—Level 1: The Laboratory
 4 G F 3 S G V 1 T—Level 2: Shadow Studios
 7 G F 3 S G V 1 X—Level 3: Abandoned L.A. Subway System
 6 G F 3 S G V 1 V—Level 4: The Shadow's Lair Hotel and Casino

THE SMURFS' NIGHTMARE

"Easy" Mode Passwords

Hefty Smurf, Brainy Smurf, Handy Smurf—The Rabbit Race
 Hefty Smurf, Cook Smurf, Astrosmurf—The Mysterious Planet
 Brainy Smurf, Hefty Smurf, Hefty Smurf—The Workbench Gone Mad
 "Hard" Mode Passwords
 Brainy Smurf, Handy Smurf, Hefty Smurf—The Rabbit Race
 Astrosmurf, Hefty Smurf, Brainy Smurf—The Mysterious Planet
 Hefty Smurf, Cook Smurf, Handy Smurf—The Workbench Gone Mad

SPACE INVADERS (Game Boy Color version)

Passwords

Classic Mode—C L S S 1 2 8 1 9 9 9 D B M
 Venus—W W Y X T C 2 N Q W 7 9 V Y
 Mars—? W Z 4 V C L N 4 W 8 1 V ?
 Jupiter—R S S N 3 Q J 7 8 ? G J M C
 Saturn—W S P Z M S 0 8 N ? H 8 N F
 Uranus—C V 1 2 Q W K G J 3 X 8 R 5

Neptune—H V 2 7 R W 1 G N 3 Y O R 7
 Pluto—M V 7 H R C L H S 3 Z S R 9

SPAWN

"Normal" Passwords

Chapter 1—Spawn, blank, heart, skull
 Chapter 2—heart, heart, skull, heart
 Chapter 3—heart, skull, skull, blank
 Chapter 4—skull, Spawn, skull, heart
 Chapter 5—heart, skull, Spawn, Spawn
 Chapter 6—Spawn, Spawn, heart, blank
 Chapter 7—skull, Spawn, Spawn, heart
 "Hard" Passwords
 Chapter 1—heart, heart, blank, Spawn
 Chapter 2—blank, heart, Spawn, heart
 Chapter 3—Spawn, skull, blank, skull
 Chapter 4—heart, Spawn, skull, Spawn
 Chapter 5—Spawn, heart, blank, Spawn
 Chapter 6—skull, skull, Spawn, heart
 Chapter 7—Spawn, heart, skull, Spawn

SPIDER-MAN (Game Boy Color version)

Passwords

From the title screen, select "Continue," then enter any of the passwords below. You'll automatically be taken to the corresponding stage after entering a correct password.
 Venom defeated—G V C B F
 Venom and the Lizard defeated—Q V C L F
 Connors Lab—G - F G N

STAR TREK

Shortcut Through Hyperspace

If you're in trouble and can't wait for a warp to open up, hold down the **SELECT** button and press **Left** to take a shortcut through hyperspace. You can only use this trick once in each level.

Passwords

Planet Neural—0 5 2 3 . 4
 Planet Kalanda—1 0 3 1 . 5
 Planet Triskelion—2 3 0 7 . 6
 Pallas X1 System—3 1 1 2 . 7
 M-24 Alpha System—7 1 5 6 . 3

STAR TREK: THE NEXT GENERATION

Mission Select

Enter the cheat code "OVERRIDE" at the password screen. When Picard appears to send you on a mission, you can choose different assignments by pressing **Up** on the D-pad.

STREET FIGHTER ALPHA

Fight Akuma or M. Bison

To fight Akuma as your first opponent, choose your fighter at the character-select screen. Then, when selecting Manual or Auto, hold **B + A** until the fight begins. To fight M. Bison instead, hold **SELECT + B + A** in the same way.

TARZAN (Disney version)

Passwords

Note: The following codes are shown in numerical form. To enter them, you must press **Up** on the D-pad the number of times shown for each of the four positions in the password. For example, to start at the "Jungle Legend" stage (1 2 6 3), enter the code as follows:

- Highlight the first character of the password, press **Up** once
 - Highlight the second character, press **Up** twice
 - Highlight the third character, press **Up** six times
 - Highlight the last character, press **Up** three times
- Now you can press **START** to lock in the password.
 The Jungle is my Playground—3 1 2 3
 I'm No Second Banana—0 0 4 5
 Jungle Legend—1 2 6 3
 Go Out on a Limb—6 6 2 0
 Ship Escape—5 4 3 6

TETRIS ATTACK

Special Hard Mode

Choose "1P" from the main menu and select a "Vs. Com" game. Choose "New Game" at the next menu, then—when the difficulty select screen appears—hold **Up + SELECT** and press **A**. Now you're playing in "Special Hard" mode.

Extra Puzzle Mode

Choose the "Password" option in Puzzle Mode and enter the password J 0 1 J 0 0 6 0 (those are zeroes, not the letter "O"). Now you're playing against a new set of creatures in "Extra Puzzle" mode.

Special Super Game Boy Borders

If you're playing the game with the Super Game Boy on your Super NES, you can change the border by holding certain buttons at the title screen as follows:

Forest scene with Yoshi—Hold **Down** and press **A**

Caves and tower—Hold **Left** and press **A**

Tree scene—Hold **Up** and press **A**

Crazy cubes—Hold **Down** and press **START**

Cloud scene—Hold **Left** and press **START**

Moon with frame—Hold **Up** and press **START**

TETRIS BLAST

"Fight 2" Mode

At the title screen, press **B** five times. Then press **START**, and the "Fight 2" Mode option will appear. You'll fight against all of the bosses.

Level Passwords

Stage 2—Z F F F J J J F
 Stage 3—B / M M L L K B
 Stage 4—X S D D G G D M
 Stage 5—K C W G L L H K
 Stage 6—V G . L J J D M
 Stage 7—K . T D G G M F
 Stage 8—X Z S C D D K K
 Stage 9—D F M Y L L D D
 Stage 10—Y G C P D D H L
 Stage 11—G V M Y L L C J
 Stage 12—V / J V D D G K
 Stage 13—C J X T B C F
 Stage 14—L . Y L K K L
 Stage 15—L X W T B M M B
 Stage 16—V S R P D C C H
 Stage 17—K B C D T F D F
 Stage 18—X D F G Y K J F
 Stage 19—F I C D T F C M
 Stage 20—T T G H P M J B
 Stage 21—D B V G Y K G D
 Stage 22—J J R C R C K B
 Stage 23—C Y / B P M H F

TETRIS DX

Rising Pieces

At any time during the game, you can make a falling piece rise back up to the top of the screen. (This trick will not work if the falling piece is a four-square block or a straight line of four blocks.) To do the trick with any other piece, hold **Left** until the falling piece touches the left side of the screen, then continue to hold **Left** and tap the **A** button as rapidly as you can. As the piece rotates, it will climb back up to the top of the screen. This also works on the right side of the screen if you hold **Right** on the D-pad and rapidly tap the **B** button.

TOP GEAR POCKET

Password

Enter the password "Y Q X — % Z" to unlock all cars and earn gold trophies in all courses.

TOY STORY 2

Passwords

Scene 2—P B P P
 Scene 3—B J W J
 Scene 4—P J B W
 Scene 5—W B P P
 Scene 6—J P W W
 Scene 7—J B P J
 Scene 8—W P W P
 Scene 9—J J W W
 Scene 10—P B W J
 Scene 11—B P W W
 Ending—W W W W

TUROK 3: SHADOW OF OBLIVION

Secret Passwords

From the main menu, select "Options," then select "Password." Enter any of the passwords below. You'll hear a special sound effect upon entering a correct code.

Infinite Ammo—Z X L C P M Z

Infinite Lives—F J V H D C K

Easy Difficulty Passwords

Mission 2—S D F L M S F
 Mission 3—D V L F D Z M
 Mission 4—V F D S G P D
 Mission 5—C S D J K F D
 Normal Difficulty Passwords
 Mission 2—V L X C Z V F
 Mission 3—D P S D C V X
 Mission 4—Z M G F S C M
 Mission 5—H W K L F Y S
 Hard Difficulty Passwords
 Mission 2—C J S D P S F
 Mission 3—C M S D K C D
 Mission 4—S P F P W L D
 Mission 5—T P D F Q G B

TWOUBLE

Passwords

Granny's House—Hector, Granny, Tweety, Taz, Sylvester
 Granny's Celler—Taz, Sylvester, Tweety, Hector, Granny
 In the Garden—Sylvester, Tweety, Hector, Taz, Granny
 Out in the Streets—Hector, Tweety, Taz, Granny, Sylvester
 In the Toy Shop—Taz, Hector, Tweety, Sylvester, Granny

V-RALLY EDITION 99

(aka. a. Y-RALLY CHAMPIONSHIP EDITION)

Passwords

F A S T—Unlock "Medium" courses in Arcade mode
 F O O D—Unlock "Hard" courses in Arcade mode

WACKY RACES

Password

Enter the password "M U T T L E Y" to unlock all of the secret characters and the "Crazy" Cup.

WARIO BLAST

One-Player Game

To play as Wario enter the password 2264. To play Bombberman enter the password 4622. At the beginning of the game you will begin at Level 1-1 but will have all of the Power-Ups that you normally earn throughout the game.

WARIO LAND: SUPER MARIO LAND 3

Change Game Stats

Pause the game and press **SELECT** 16 times. A cursor will appear in the lower left corner. Hold **A** and **B**, then press **Left** or **Right** on the D-pad to move the cursor. Press **Up** or **Down** on the D-pad to change the numbers.

WORLD HEROES 2 JET

Boss Code

When the Takara logo appears, press **Right, Left, A, B**, and **Up**. Now you can play as the boss.

"Jet" Code

At the title screen, press **Up, Up, SELECT, A, Down, Down, SELECT, B**. Now the gameplay is twice as fast.

WORMS ARMAGEDDON

Passwords

In the passwords below, each number corresponds to a picture in the password entry screen. From left to right, 1 is the skeleton worm, 2 is the pink-colored worm, 3 is the stick of dynamite, 4 is the red-colored worm, 5 is the banana and 6 is the blue-colored worm.

Tools—5 2 2 6
 Egypt—1 2 4 5
 Hell—2 6 4 3
 Treehouse—4 1 3 6
 Garden—5 4 1 3
 Snow—3 2 6 6
 Construction Site—2 2 5 5
 Pirate—3 6 3 1
 Fruit—1 4 5 1
 Alien—3 6 4 4
 Circuit—4 3 3 3
 Medieval—6 3 3 6

WWF WRESTLEMANIA 2000

Championship Passwords

Each of the following passwords will put you only two matches away from fighting against the last opponent of the game, Vince McMahon.

Last Password for Billy Gunn—P K D Y
 Last Password for Steve Austin—C T F V
 Last Password for The Rock—F T D 8
 Last Password for X-Pac—R C D D

X-MEN MUTANT ACADEMY

Unlock Phoenix

At the title screen, press **Down, Right, Down, Up, Left, Right, B, A**. If you entered the code correctly, you'll see a special message appear.

Unlock Apocalypse

At the title screen, press **Right, Left, Up, Down, Left, Up, B, A**. If you entered the code correctly, you'll see a special message appear.

YARS' REVENGE

Password

Enter the password "O + O O" to start at any stage up to and including Level 240.



AERO WINGS

Unlock Everything!

Press L + R at the title screen. You'll hear a voice say "OK, good." When you begin a new game, you'll have access to all the stages and all the craft. Also, you'll have a score of 100 on every Blue Impulse Mission.

Special Options

Begin a new game from the title screen and enter "TASCAS" as your name. A new section called "Special," will appear in the "Game Config" menu under the "Options" menu. From here you can access three special options: Player Assist on/off, HUD on/off and Cockpit on/off.

AERO WINGS 2: AIRSTRIKE

Unlock Everything!

At the "Game Select" screen, hold L + X and press Y. You'll hear a special sound effect upon entering this correctly; now all of the planes, maps and missions will be unlocked.

CRAZY TAXI

Use the Rickshaw Bike

At the character selection screen, highlight the character you would like to play as, then press L, R, L, R very quickly and press A. You'll hear a bicycle ring after pressing A if you entered it correctly. If the code is not entered fast enough it won't work.

Another Day Mode

At the character selection screen, move the cursor to the character you would like to play as. Press and release R once, then hold down R and press A. You'll see the words "another day" appear in the lower left corner of the screen. In this mode, you'll have a different starting point and your customers will be in different locations.

No Arrows Mode

From the "Mode Selection" screen, choose either "Arcade" or "Original." At the next screen that appears, move the cursor to the type of game you would like to play, then hold down R + START and press A. Don't let go of R + START until the words "no arrows" appear in the lower left corner of the screen. In this mode, the arrow usually at the top of the screen will never appear.

No Destination Mark Mode

From the "Mode Selection" screen, choose either "Arcade" or "Original." At the next screen that appears, move the cursor to the type of game you would like to play, then hold down L + START and press A. Don't let go of L + START until the words "no destination mark" appear in the lower left corner of the screen. In this mode, the destination marker will never appear.

Expert Mode

From the "Mode Selection" screen, choose either "Arcade" or "Original." At the next screen that appears, move the cursor to the type of game you would like to play, then hold down L + R + START and press A. Don't let go of L + R + START until the word "EXPERT" appears in the lower left corner of the screen. In this mode, both the destination marker and arrow will never appear.

Alternate Views and Speedometer

At any time during a game, plug a controller into port C. On this controller, pressing Y will switch the view to one of the "replay" type cameras like in the game's intro. Pressing B will switch the view to inside the driver's seat, and pressing A will return you to the original view. Additionally, if you press X five times, a speedometer will appear at the lower right corner of the screen. Subsequent presses of the X button will toggle it on and off.

DEAD OR ALIVE 2

Secret Demo Scene

First, change the "Your Age" setting in the "Others" Screen under the "Game Setting" menu to above 20. Then play Survival mode and obtain a high enough score to enter your name. Enter your name as "REALDEMO". Now, you'll see a new demo scene that will appear amongst the others that play after the title screen. It will only appear at a specific point in the demo sequence so you'll have to wait a few minutes through the other demos.

DRACONUS: CULT OF THE WYRM

Cheat Codes

At the title screen, press X, Y, Y, X, X, Y, Y. You'll hear a special sound effect after entering it correctly. Then, during gameplay, press START to pause and enter any of the codes below:

Restore Health—Hold L + R and press Left.

Level Skip—Hold L + R and press Down.

Super Code—Hold L + R and press Right.

EXPENDABLE

Secret Codes

Enter each of the following codes during a game as follows: Press START to pause the game, input the code, then press START again to unpause. After successfully entering a code, a confirmation will appear at the bottom of the screen after unpause the game. To access the level select, you must return to the main menu after entering the code.

1st Person View—L, Left, R, Right, X, X, Down, Down, R, L

Invincibility—Up, Down, Left, Right, X, Up, Down, Left, Right, Y

More Grenades—Down, Down, Down, Down, Down, Up, Up, Up, R

More Lives—A, B, X, Y, L, R, Up, Down, Left, Right

More Credits—A, B, Left, A, B, Right, B, A, Down, R

Level Select—Up, Down, Up, Down, Up, Down, Left, Right, Right, Y

Level Skip—Y, Y, X, X, L, R, Down, Down, Up, Watch Ending—L, R, L, R, Left, Right, Left, Right, Y, X

F355 CHALLENGE: PASSIONE ROSSA

Extra Courses

At the "Options" menu, hold X + Y; a new menu item, "Password" will appear. While still holding X + Y, move the cursor to "Password" and press A. At the following screen, enter any of the passwords below. Note the upper and lowercase letters in each.

Unlock Fiorano—C i n q u e V a l v o l e

Unlock Nurburgring—L i e b e F r a u M i l c h

Unlock Laguna Seca—S t a r s & S t r i p e s

Unlock Sepang—K u a l a L u m p u r

Unlock Atlanta—D a y s o f T h u n d e r

FIGHTING FORCE 2

Stage Select

At the title screen, press Left, Up, X, Up, Right, Y. You'll see the screen flash after inputting the code correctly. Choose "Start Game," and a level-select menu will appear.

FLAG TO FLAG

Rainy Weather

Immediately after selecting a track in arcade mode, hold L + R + Down on the D-pad until the screen fades in. The weather will be rainy.

GIGA WING

Unlock All Gallery Images & Stranger

From the main menu, select "Gallery." Then, press B, X, Y, B, B, Y, X, B. You'll hear a special

sound effect if you entered it correctly. Also, when you start a new game, Shinnsuke's new craft, Stranger, will be available.

GRAND THEFT AUTO 2

Cheat Codes

Before you begin a game, change your name to any of the following ones below. You won't be able to see that you've entered most of these correctly until you start a game.

Start with \$500,000—M U C H C A S H

Start with \$9,999,999—U L T I M A T E

Start with all weapons—B I G G U N S

Start with 99 lives—B I G C A T S

Unlock all levels—S E S A M E

Infinite energy—I N F I N I T Y

No police—L A W L E S S

Start with infinite Double Damage power-up—D B L W A M M Y

Start with infinite invisibility—S C O O B Y D O

Start with Stun Gun & infinite ammo—B I G F R I E S

Start with Flame Thrower & infinite ammo—T O A S T I E S

Blood splats—W O U N D E D

Max respect for all gangs—A L L F R E N D

All pedestrians are Elvis—E R R H U H

Retain weapons even if you get arrested or die—L O S T T O Y S

THE HOUSE OF THE DEAD 2

Display Score

At the title screen—when the words "Press Start" appear—press Left, Left, Right, Right, Left, Right, START on the D-pad. When you begin a game, your score will be displayed at the top of the screen.

HYDRO THUNDER

Four-Second Boost + Super Start

At the beginning of any race, hold L before the countdown begins. When you see the number "3" on the screen, release L and hold R. When "2" appears, release R and hold L. When "1" appears, release L and hold R again. You'll get a four-second boost and a fast start when the race begins.

INCOMING

Cheat Menu

At the main menu, press Up, Down, Left, Right, X, Up, Down, Left, Right, Y. A new cheat menu will immediately appear.

LEGACY OF KAIN: SOUL REAVER

Secret Codes

At any time during the game, press START to pause, then enter any of the following codes for different effects. You may also hold R instead of L in the codes below. You'll hear a special sound effect to confirm each code, and they will take effect as soon as you unpause the game.

Restore Health—Hold L, press Down, B, Up, Left, Up, Left

Lose Health—Hold L, press Left, B, Up, Up, Down

Max Health—Hold L, press Right, B, Down, Up, Down, Up

Restore Magic—Hold L, press Right, Right, Left, Y, Right, Down

Max Magic—Hold L, press Y, Right, Down, Right, Up, Y, Left

All Abilities—Hold L, press Up, Up, Down, Right, Right, Left, B, Right, Left, Down

Fire Reaver—Hold L, press Y, Right, Down, B, Up

Aerial Reaver—Hold L, press A, Right, Up, Up, Y, Left, Left, Right, Up

Kain Reaver—Hold L, press A, B, Right, Y, Left, Left, Right, Up

Fire Glyph—Hold L, press Up, Up, Right, Up, Y, X, Right

Force Glyph—Hold L, press Down, Left, Y, Down, Up

Stone Glyph—Hold L, press Down, B, Up, Left, Down, Right, Right

Sound Glyph—Hold L, press Right, Right, Down, B, Up, Down

Water Glyph—Hold L, press Down, B, Up, Down, Right

Sunlight Glyph—Hold L, press Left, B, Left, Right, Right, Up, Up, Left

MAG FORCE RACING

All Tracks & Vehicles

At the main menu, hold X + Y and press Up, Left, Down, Right, Right, Up, Down, Right. If you entered the code correctly, you'll hear a special sound effect.

MARVEL VS. CAPCOM

Secret Characters

Enter the following codes at the character-select screen. Remember, don't press any additional directional buttons before entering any code at this screen. Each of these characters has slightly different properties than their normal counterparts.

Evil Morrigan—Move the cursor to Zangief, then press:

Left, Left, Down, Down, Right, Right, Up, Up, Down, Down, Down, Down, Left, Left, Up, Up, Up, Up

Right, Left, Down, Down, Down, Down, Right, Right, Right, Up, Up, Up, Up

Left, Left, Down, Down, Down, Down, Right, Down, X

Roll—Move the cursor to Zangief, then press:

Left, Left, Down, Down, Right, Right, Down, Down, Left, Left, Up, Right, Up, Right, X

Shadow Lady—Move the cursor to Morrigan, then press:

Up, Right, Right, Down, Down, Down, Down, Left, Left, Up, Up, Up, Up, Right, Right

Left, Left, Down, Down, Right, Right, Down, Down, Left, Left, Up, Up, Right, Right, Up, Up

Left, Left, Down, Down, Down, Down, X

Orange Venom—Move the cursor to Chun-Li, then press:

Right, Down, Down, Down, Down, Left, Up, Up, Up, Up, Right, Right, Down, Down, Left, Left, Up, Up, Up, Up

Up, Left, Left, Up, X

Orange Hulk—Move the cursor to Chun-Li, then press:

Right, Right, Down, Down, Left, Left, Right, Right, Down, Down, Left, Left, Up, Up, Up, Up, Down, Down, Right, Right, Up, Up, Up, Up

Up, Up, Up, Up, Left, Up, X

Gold War Machine—Move the cursor to Zangief, then press:

Left, Left, Down, Down, Right, Right, Down, Down, Left, Left, Up, Up, Up, Up, Right, Right, Left, Left, Down, Down, Down, Down, Right, Right, Up, Up, Left, Left, Down, Down, Right, Right, Up, Up, Up, Up, X

Select Your Special Partner

Normally, the Special Partner is randomly chosen, but if you hold down any of the following button combinations as soon as you select your second character, you can force the cursor to stop on a particular partner. Remember, you must hold these button combinations down until the selection cursor stops.

Anita—START + Light P. + Medium P. + Heavy P.

Arthur—START + Light P. + Medium P.

Colossus—START + Light P. + Medium P. + Medium K.



Vow Wow singer Genki Hitomi (left) appears on F355 Challenge.

JAPANESE METAL ON DREAMCAST!

Good old-fashioned heavy metal may be difficult to find at your local CD store these days, but it's still considered to be appropriate for many videogame soundtracks. Consider Sega's recent F355 Challenge and its hard-edged "Scarlatto" theme. As soon as we loaded up this game in the office, Editor in Chief Chris B. immediately identified the singer's gruff, soulful voice as that of Genki Hitomi, the former lead vocalist of one of Japan's premier hard rock bands, Vow Wow. He also pointed out that the rhythm section on some of

the Sonic Adventure soundtrack consists of ex-Anthem bassist Naoto Shibata and drummer Hirogitsu "Hiro" Homma, formerly of E-Z-O. Homma also played on several compilation CDs of Konami music from games like those in the Castlevania series. Shibata and Homma were recently members of Loudness, arguably the most internationally successful of all Japanese rock acts.



Sonic Adventure features members of Loudness.



Cyclops—**START** + Light P. + Medium P. + Medium K.
Devilot—**START** + Medium P. + Heavy P.
Iceman—**START** + Medium P. + Medium K.
Jubilee—**START** + Medium P. + Heavy P. + Light K.
Juggernaut—**START** + Light P. + Medium K.
Lou—**START** + Medium P.
Magneo—**START** + Heavy P. + Light K.
Michele Heart—**START** + Light P. + Light K.
Psylocke—**START** + Medium K.
Pure & Fur—**START** + Light K.
Rogue—**START** + Light P. + Medium P. + Heavy P. + Light K.
Saki—**START** + Heavy P.
Sentinel—**START** + Medium P. + Heavy P. + Medium K.
Shadow—**START** + Light P. + Heavy P. + Medium K.
Storm—**START** + Light P. + Heavy P. + Light K.
Thor—**START** + Medium P. + Light K.
Ton Pooh—**START** + Light P. + Heavy P.
Unknown Soldier—**START** + Light P.
U.S. Agent—**START** + Heavy P. + Medium K.

MDK 2

Alternate Costume for Kurt

At the title screen, hold L + R and press X, X, Y, X. You won't get any special confirmation, but after you start a new game and complete the first scenario, Kurt will appear without his coil suit.

Alternate Camera Setting

During gameplay, press **START** to pause, then hold L + R and press B, A, B, A. The new camera setting will take effect after you unpause the game. To return to the original camera setting, enter the code again.

MORTAL KOMBAT GOLD

Cheat Menu

At the title screen, quickly press Up, Up, Down, Down, Left, Left, Right, Right. You should hear a low chuckle after pressing Down the second time, then Shao Khan will say "Outstanding" if you complete the code quickly enough. Next, press **START** to reach the main menu, then press Block + Run (L + R in the default control configuration) simultaneously to access the cheat menu.

Secret Characters

With the above code in place, access the character select screen, move the cursor to "Hidden," then enter any of the following codes to play as a secret character:

Sektor—Hold Block + Run, press Up, Up, Up, Left, Left, Left, then press A, B, X, or Y
Goro—Hold Block + Run, press Up, then Left, then press A, B, X, or Y
Noob Saibot—Hold Block + Run, press Up, Left, Left, Left, then press A, B, X, or Y

Kombat Codes

When playing a two-player "vs." game, you can activate various effects by pressing certain combinations of buttons at the versus screen. For each code, the first digit corresponds to the number of times the Low Punch button must be pressed. The second digit corresponds to the Block button and the third digit corresponds to Low Kick. Both players must input the same code completely before the versus screen fades out for it to work properly. The name of the code will appear at the beginning of the match if it was entered correctly.

001—Unlimited Run
323—Kombat Zone: Church
343—Kombat Zone: The Netherrealm
353—Kombat Zone: Soul Chamber
363—Kombat Zone: Ladder?
321—Big Head Mode Active
111—Free Weapon

100—Throwing Disabled
444—Armed and Dangerous
666—Silent Kombat
050—Explosive Kombat
222—Random Weapons
123—No Power
555—Many Weapons
002—Weapon Kombat
020—Red Rain
010—Maximum Damage Disabled
110—Throwing and Max. Damage Disabled
011—Kombat Zone: Goro's Lair
022—Kombat Zone: The Well
033—Kombat Zone: Elder Gods
044—Kombat Zone: The Tomb
055—Kombat Zone: Wind World
066—Kombat Zone: Reptile's Lair
101—Kombat Zone: Shaolin Temple
202—Kombat Zone: Living Forest
303—Kombat Zone: The Prison
313—Kombat Zone: Ice Pit

NBA 2K

Codes

Enter any of the following codes at the "Codes" screen from the "Options" menu. Unlock Insomniacs Teams—D E V I D U D E S
Enable Huge Players—M O N S T E R
Enable Micro Players—L I T T L E G U Y
Enable Doughboy Players—D O U G H B O Y
Enable Squished Players—S Q U I S H Y
Enable Giant Heads—F A T H E A D
Enable Big Feet—B I G F O O T
Enable Huge Basketball—B E A C H B O Y S
Enable Ouchy Coaches—C O A C H O U C H
Secret Message—H I M O M

NBA SHOWTIME: NBA ON NBC

Secret Characters

To play as a secret character, enter any of the names and PIN numbers below when you start a game. You'll hear a special sound effect after entering a correct code.

KERRI—0220	THEREF—7777
LIA—0712	BENNY—0503
LIA—1111	HORNET—1105
RETRO—1970	ROCKY—0201
HORSE—1966	BOOMER—0604
SMALLS—0856	CRUNCH—0503
NIKKO—6666	GORILA—0314
OLDMAN—2001	SASQUA—7785
CRISPY—2084	RAPTOR—1020
JACKO—1031	BEAR—1228

Secret Codes

At the match-up game just before the game starts—while the announcer is saying "Today's match-up," etc.—enter the following codes using the Turbo, Jump, and Pass buttons followed by a direction on the D-pad. For example, to activate the "ABA Ball" code, (2-3-2-Right) press Turbo twice, Jump three times, Pass twice, then press Right. A message will appear to confirm each code. Note: Some codes will not work in a two-player game unless both players enter the code. The codes that change the weather only work on outdoor courts.

No Hotspots—2-0-1-Up
Tournament Mode—1-1-1-Down
Show Shot %—0-0-1-Down
Show Hotspot—1-0-0-Down
Big Heads—2-3-2-Right
ABA Ball—2-3-2-Right
Team Uniform—4-0-0-Right
Home Uniform—4-1-0-Right
Away Uniform—4-2-0-Right
Alternate Uniform—4-3-0-Right
Midway Uniform—4-0-1-Right
Snow—1-2-1-Left
Blizzard—1-1-3-Left
Rain—1-4-1-Left

Fog—1-2-3-Up
Night Fog—1-2-3-Left
Thick Fog—1-2-3-Down
Swamp Fog—1-2-3-Right

NFL BLITZ 2001

Secret Cheats

At the match-up screen just before the game starts—while the announcer is saying "Today's contest," etc.—enter the following codes using the Turbo, Jump and Pass buttons followed by a direction on the D-pad. For example, to enter the "No Punting" code (1-5-1-Up), press Turbo once, Jump five times and Pass one time, then press Up on the D-pad. A message will appear to confirm each code.

Show field goal %—0-0-1-Down
No CPU assistance—0-1-2-Down
Show more field—0-2-1-Right
Fast two running—0-3-2-Left
Super blitzing—0-4-5-Up
Big football—0-5-0-Right
Hide receiver name—1-0-2-Right
Tournament mode—1-1-1-Down
No play selection—1-1-5-Left
Super field goals—1-2-3-Left
No punting—1-5-1-Up
No first downs—2-1-0-Up
Allow out-of-bounds—2-1-1-Left
Deranged blitz—2-1-2-Down
Always QB—2-2-2-Left
Always receiver—2-2-2-Right
Unlimited throws—2-2-3-Right
Power-up teammates—2-3-3-Right
Fast passes—2-5-0-Left
Power-up offense—3-1-2-Up
Power-up blockers—3-1-2-Left
Smart CPU—3-1-4-Down
No highlighting of receivers—3-2-1-Down
Ultra hard Blitz—3-2-3-Up
Mystery ball—3-2-3-Left
No interceptions—3-4-4-Up
Power-up speed—4-0-4-Left
Power-up defense—4-2-1-Up
No random fumbles—4-2-3-Down
Super passing—4-2-3-Right
Invisible player—4-3-3-Up
Snowy weather—5-2-5-Down
Rainy weather—5-5-5-Right
Hyper blitzing—5-5-5-Right
49ers playbook—1-5-1-Left
Bears playbook—1-1-0-Left
Bengals playbook—1-1-2-Left
Bills playbook—1-0-4-Left
Broncos playbook—1-1-5-Right
Browns playbook—1-1-3-Left
Buccaneers playbook—1-5-4-Left
Cardinals playbook—1-0-1-Left
Chargers playbook—1-4-5-Left
Chiefs playbook—1-2-5-Left
Colts playbook—1-2-3-Up
Cowboys playbook—1-1-4-Left
Dolphins playbook—1-3-1-Left
Eagles playbook—1-4-3-Left
Falcons playbook—1-0-2-Left
Giants playbook—1-3-5-Left
Jaguars playbook—1-2-4-Left
Jets playbook—1-4-1-Left
Lions playbook—1-2-1-Left
Packers playbook—1-2-2-Left
Panthers playbook—1-0-5-Left
Patriots playbook—1-3-3-Left
Rams playbook—1-5-3-Left
Raiders playbook—1-4-2-Left
Ravens playbook—1-0-3-Left
Redskins playbook—2-0-1-Left
Saints playbook—1-3-4-Left
Seahawks playbook—1-5-2-Left
Steelers playbook—1-4-4-Left
Titans playbook—1-5-5-Left
Vikings playbook—1-3-2-Left

NHL 2K

Big Head Mode + Unlock Black Box Team

Plug a controller into port D and turn on the game. When the Black Box logo appears before the title screen, hold L + R and quickly press B, B, X. After inputting it correctly, you'll hear a voice say "Oh, Black Box baby." When you start a game, all the players except for goalies will have big heads. Additionally, the secret Black Box team will become selectable.

NIGHTMARE CREATURES 2

Cheat Menu

At any time during gameplay, press **START** to pause, then hold L + R and press Left, B, X, Left, B, X, Left, B, X, A, X. If you enter the code correctly the "Cheats" menu will immediately appear.

Full Health

At any time during gameplay, hold X + Y and press B to restore all your health.

PLASMA SWORD

Secret Characters

At the character-select screen, press the following button combinations to temporarily unlock the corresponding character.
Kaede—Move the cursor to Rain, then press Down, Down, Left, Left, Up. Kaede will appear in the upper left corner.
Rai-On—Move the cursor to Byakko, then press Up, Down, Left, Left, Right, Left, Up. Rai-On will appear in the upper right corner.

READY 2 RUMBLE BOXING

Access Special Classes + Unlock All Boxers

Enter any of the following passcodes at the "Name Your Gym" screen when you start a new game in Championship mode. You'll be able to begin the championship at the specified class with all of the boxers available to you. Note the spaces between words.

RUMBLE POWER—Bronze Class. In Arcade Mode, Kemo Claw is also unlocked.

RUMBLE BUMBLE—Silver Class. In Arcade mode, Kemo Claw and Bruce Blade are also unlocked.

MOSMAI—Gold Class. In Arcade mode, Kemo Claw, Bruce Blade and Nat Daddy are also unlocked.

POD 51—Champ Class. In Arcade mode, all boxers are also unlocked.

Two-Player Ring Codes

In two-player arcade mode, you can choose which ring you'd like to fight in. The first player must hold the following button combinations down while both players select a boxer:

R—Championship arena
L—Two tier arena
R + L—Gym

SEGA RALLY 2

30 FPS Mode

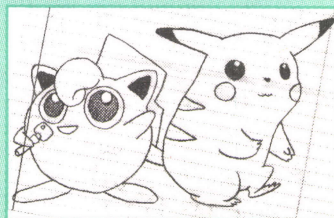
At the title screen, press Up, A, Down, Down, Left, Right, B, B, Up. You'll hear a sound effect to confirm. During races, the game's maximum "frame rate" will be reduced to a constant level. (In general terms, the animation of objects and backgrounds appears smoother when a game's "frame rate" is higher; however, the frame rate may drop when there are too many objects on the screen.)

Remove Effects and Backgrounds

At the title screen, press Up, A, Down, Down, Left, Right, B, B, Up. You'll hear a sound effect to confirm. During races, all background objects—like animals and people—will be removed, as well as some graphics effects like splashing mud. This helps the frame rate to stay at a higher level.

TIPS & TRICKS

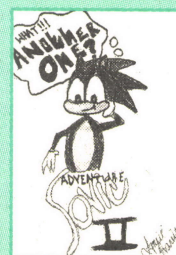
Reader Art Gallery



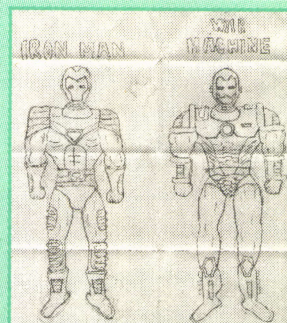
by Jennifer Bowman,
Chicago, IL



by Travis Thurston,
Mt. Olive, MS



by Lynell Harris,
Biville, OK



by Peter Parrish,
Santa Ana, CA



SLAVE ZERO

Invincibility

In the middle of a game, hold **L + R** and press **B** on the controller plugged into port B. You'll hear a special sound effect and the words "God Mode Enabled" will appear on the screen. Repeat the code to disable it.

Extra Items

At any time during a game, hold **L + R** and press the **X** button on the controller plugged into port B. Five items will materialize in front of you. You may repeat this code as many times as you like.

Reduce Enemy Attacks

At any time during a game, hold **L + R** and press **A** on the controller plugged into port B. You'll hear a special sound effect and the words "AI Firing Disabled" will appear on the screen. Now the enemies are less aggressive. Repeat the code to disable it.

SONIC ADVENTURE

Hidden Chao Puzzle VMU Game

Connect a controller with a VMU in its first slot to port D before turning on your Dreamcast with *Sonic Adventure*. You'll be able to play a hidden VMU game called *Chao Puzzle* on that controller when you start a game.

SOUL FIGHTER

Secret Codes

At the title screen, hold **Left + Y**. Continue to hold these buttons until "Start" and "Options" appear on the screen. Then, enter the "Options" screen and select "Exit." Instead of exiting back to the main menu, the "Enter Code" screen will appear. At this point you may enter any of the codes below: After entering a correct code you'll hear a special sound effect.

Extra energy—**A B X Y A**

Max. weapons—**X A A Y B B**

Level 2—**A A B X Y A**

Level 3—**X A Y A A B**

Level 4—**Y Y B A X A**

Level 5—**B A B X X Y**

Level 6—**X A X B Y Y**

Level 7—**A B X B Y B**

Level 8—**Y B A A X B**

Level 9—**B Y A A X B**

Level 10—**X A B B A X**

Level 11—**Y B Y X A B**

Level 12—**X B A X B Y**

SPEED DEVILS

Cheat Codes

Enter the following codes at any time during a game. The words "Cheat Code Notification" will appear on the screen after entering a correct code.

Unlock cars and tracks—**B, Right, B, Right, Up, B, Up**

Infinite nitro—**Down, Up, Down, Up, A, X, A**
Skip current class (Championship Mode only)—**Down, Right, Down, Right, A, X, A**
Gain \$100,000 (Championship Mode only)—**A, Right, A, Right, Up, B, A**

STREET FIGHTER ALPHA 3

Play as Shin Akuma

At the character select screen, move the cursor to Akuma, then hold **START** and press **A**.

STREET FIGHTER III DOUBLE IMPACT

Extra Options

From the main menu of either *Street Fighter III* or *Street Fighter III 2nd Impact*, hold **L + R**, move the cursor to "Option," then press **START**. Next, without letting go of **L + R**, press **Left, Left, X, X, Right, Right, Down, Left, Left, Y, Y, Right, Right, Down, Left, Left, X, Y**.

Right, Right, Down, Left, Left, Y, X, Right, Right. If you input the code correctly, a new item called "Extra Option" will appear.

STRIKER PRO 2000

Unlock All Teams

At the main menu, press **Up, Up, Right, Right, Y, Y, Y**. If you entered the code correctly, the Infogrames logo in the lower right corner of the screen will zoom in and out.

Manual Ball Control

At any time during gameplay, press **START** to pause the game, then press **Up, Up, Down, Down, Left, Left, Right, Right, L, L, R, R, L, R, L**. If you do this, the cursor will move through a few different menus, but don't worry. You'll hear a special sound effect after entering it correctly. Now, after pressing **START** again to unpause, hold **L + R** and press **Left** or **Right** at any time to change the direction of the ball.

TEST DRIVE 6

Secret Codes

From the main menu, select "Race Menu" and enter any of the following codes as your name. You'll receive no special confirmation from the game after entering a correct code. The codes will still be in effect even if you back all the way out to the main menu.

Unlock all tracks—**E R E R T H**

Unlock all cars—**D F G Y**

Unlock all Challenges—**P O I O P**

Unlock "Stop The Bomber"—**R F G T R**

Freeze time limit—**F O E M I T**

6,000,000 credits—**A K J G Q**

TNN MOTORSPORTS HARDCORE HEAT

Secret Codes

Enter any of the following codes at the Mode Select screen. You'll hear a special sound effect after entering a correct code.

Unlock LE-2001—**Y, X, Right, Left, Right, Left, Down, Down, Up, Up**

Unlock T4 jet aircraft—**Left, Right, Down, X, X, X, X**

Random weather in Time Attack—**R, X, X, X, X, X, X, Y, Y, Y, Y, Y, Y, Y**

TOKYO EXTREME RACER

Max Speed Display

In Quest mode, at the "Assist" screen just before beginning a race, press **Y** and you'll hear a special sound effect. During the game, your maximum speed ("P") and the Rival's maximum speed ("R") will be displayed at the top of the screen.

Other Car Mark

In Quest mode, at the "Assist" screen just before beginning a race, press **L** or **R** to toggle the "Other Car Mark," which simply will display a yellow arrow labeled "O" above all non-rival cars you'll encounter.

TONY HAWK'S PRO SKATER

Secret Codes

At any time during gameplay, press **START** to pause, then enter any of the codes below. If you input a code correctly, the pause menu will shake back and forth. If you cannot see the code's effects immediately, you will have to return to the main menu and continue your game. For the "Unlock levels" code, you will still be able to enter a level even if it appears locked.

Unlock levels, boards, videos & Officer Dick—**Hold L and press B, Right, Up, Down, B, Right, Up, X, Y**

Unlock levels—**Hold L and press Y, Right, Up, X, Y, Left, Up, X, Y**

Infinite Special—**Hold L and press A, Y, B, Down, Up, Right**

Big head mode—**Hold L and press X, B, Up, Left, Left**

Slow motion—**Hold L and press X, Left, Up, X, Left**

Unlock "Skip to Restart" in pause menu—**Hold L and press X, B, A, Up, Down**

Unlock Private Carrera

First unlock Officer Dick, either by normal means or the above code. Next, start Career Mode with Officer Dick as your character. At any time during gameplay, press **START** to pause, then hold **L** and press **Y, Up, Y, Up, B, Up, Left, Y**. Now return to the main menu and continue your Career Mode game. Private Carrera will appear in place of Officer Dick.

TOY COMMANDER

Secret Codes

While in the middle of a mission, press **START** to pause the game and enter any of the following codes. You'll hear a sound effect when you press the last button of each code.

Max. Fuel—**Hold L and press B, Y, A, X, B, X**

Repair Toy—**Hold L and press A, X, B, Y, A, Y**

Power-Up Machine Gun—**Hold L and press B, A, Y, X, A, B**

Power-Up Special Weapon—**Hold L and press X, A, Y, B, A, X**

99 Special Weapons—**Hold L and press A, B, X, Y, B, A**

Unlock All Missions—**Hold L and press A, Y, X, B, Y, X**

TRICKSTYLE

Cheat Codes

Enter the following codes at the "Cheats" screen under the "Options" menu:

T E A R O U N D—Always win

I W I S H—Infinite time

T R A V O L T A—Power-up moves (all special moves unlocked)

C I T Y B E A C O N S—Win everything (all races unlocked)

I N F L A T E D E G O—Big heads

ULTIMATE FIGHTING CHAMPIONSHIP

999 Skill Points

From the main menu, select "Career," then select "Make New Fighter." As you select the parameters for this new fighter, change the first name to "Best" and the last name to "Buy." Note the uppercase and lowercase characters in both words. When you do this, your new fighter will have 999 Skill Points.

VIGILANTE 8: 2ND OFFENSE

Secret Codes

Select "Options" from the main menu. Make sure the cursor is on "Game Status," then press **A** twice. Next, press **L + R** at the same time. You'll then be able to enter a code at the bottom of the screen. You'll hear someone say "Funky!" after entering a correct code. For the "Watch all endings" code, press **A** again immediately after entering the code.

Unlock all characters—**L L A, K C O L N U**

Maximum stats—**L L A, D O R T O H**

Invincibility—**E L B I C N I V I N I**

Faster firing rate—**R A P I D, F I R E**

Slower gameplay—**G O, S L O W, M O**

Higher suspensions—**J A C K, I T, U P**

Faster cars—**M O R E, S P E E D**

Heavier cars—**G O, R A M M I N G**

Quick start in Arcade Mode—**Q U I C K, P L A Y**

Play alone in Arcade Mode—**H O M E, A L O N E**

Hover higher—**H I, C E I L I N G**

Unlock original V8 levels—**O L D, L E V E L S**

No gravity—**N O, G R A V I T Y**

Big wheels—**G O, M O N S T E R**

Watch all endings—**L O N G, M O V I E**

No wheel attachment icons—**D R I V E, O N L Y**

Super missiles—**B L A S T, F I R E**

Attract enemies—**U N D E R, F I R E**

Select same cars in multi-player—**M I X E D, C A R S**

VIRTUA FIGHTER 3TB

Fight Against the Alphabet Character

At the main menu, select Normal Mode. At the character select screen, move the cursor to Akira and press **START**. Then move the cursor to Lau and press **START**. Next, move the cursor to Pai, hold **START** and press **X**.

Play as the Alphabet Character

At the main menu, select Normal Mode. At the character selection screen, move the cursor to Akira and press **START**. Then move the cursor to Lion and press **START**. Next, move the cursor to Pai and press **START**. Select any character to play as and he/she will appear as the alphabet character.

Play as Dural

At the character select screen, press **Down, Up, Right, Left, START**; Dural's picture will appear in place of Akira. Use the **D**-pad to enter the code, not the analog joystick.

VIRTUA STRIKER 2

Secret Teams

Enter any of the following codes below at the team selection screen after starting a game in Arcade mode. For each code, move the cursor to the first team specified, then press **START**. Then, move the cursor to the next team specified, and press **START** again. When you press **START** for the last team in the list, the corresponding secret team will appear on the screen. Each code must be executed before the timer runs out.

Team F.C. Sega—France, Chile, South Africa, England, Germany, Argentina.

Team MVP Yuki Chan—Yugoslavia, USA, Korea, Italy.

Team Royal Genki—Yugoslavia, USA, Korea, Italy, then move the cursor to Yuki Chan, hold **START** and press **A**.

WACKY RACES

Cheat Codes

At the start of a game, drive into the "Wacky Races" sign, which is right behind you immediately after you select a car. At the menu that appears, select "Cheats" and enter any of the cheat codes below. Remember, you must go to the "Code Collection" menu and manually turn on any cheat after entering its code. All Challenges & Tracks—**W A C K Y G I V E A W A Y**
All Cars—**W A C K Y S P O I L E R S**
All Abilities—**B A R G A I N B A S E M E N T**
Super Difficult Mode—**C R A C K E D N A I L S**

WILD METAL

Cheat Codes

Enter these codes anytime during gameplay using the **D**-pad (not the analog joystick):

Invincibility—**Y, Right, B, Left, X, Down**

Full health—**Down, Down, A, X, B, X**

All weapons—**A, A, Right, Y, A, Right**

Speed boost—**Up, X, Down, B, A, Y**

Show all Power Core locations—**Y, B, A, Left, Down, Down**

Enemies don't attack—**B, Down, A, Down, X, Y**

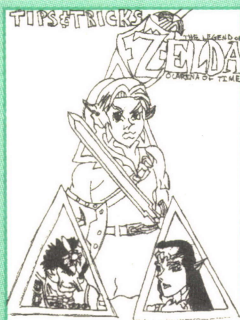
ZOMBIE REVENGE

Fighting Mode Stage Select

At the Fighting Mode screen, hold **START** and press **A**. A stage select screen will appear before the character selection screen.

Alternate Costume

At the character select screen, hold **START** and press **B**. You won't get any special confirmation, but your character will wear an alternate set of clothes during the game.



by Jose Valencia,
Fontana, CA



by Derek Showman,
Connellsville, PA



by Dain Corrales,
Upland, CA



by Lou Tennant,
Orange Park, FL



**CODES FOR USE WITH INTERACT
GAME PRODUCTS' GAMESHARK
VIDEO GAME ENHANCERS**

PlayStation

ATV: Quad Power Racing

50000601-0000 + 3004E255-0004—
Unlock all tracks

Builder's Block

80068DA6-FFFF—Unlock all levels
(Puzzle Mode)
80068DA8-FFFF—Have all levels
beaten (Puzzle Mode)

Disney's Dinosaurs

8006115C-0063—Zini: Max. strength
80060C2C-0063—Max. fruit 1
80061184-0009—Aladar: Max. exp.
level
80061188-0190—Aladar: Max. exp. %
80061194-0063—Aladar: Max. dam-
age
800611C8-03E7—Flia: Max. health
80061162-0009—Flia: Max. exp. lvl
800611D0-0063—Flia: Max. damage
800611D8-0063—Flia: Max. speed
80061160-0063—Zini: Max. speed
80061158-0063—Zini: Max. damage
80061148-0009—Zini: Max. exp. lvl
80061154-03E7—Zini: Infinite health
800DDC64-03E7 + 80061150-03E7—
Zini: Max. health
80060C40-0063—Max. energy bolts
80060C3C-0063—Max. crystals
80060C34-0063—Max. rocks
80060C30-0063—Max. fruit 2
80061164-0063—Zini: Max. scouting
800611DC-0063—Flia: Max. scouting
800611D8-0063—Flia: Max. strength
800611C6-0190—Flia: Max. exp. %
800611CC-0063—Flia: infinite health
800611A0-0063—Aladar: Max. scout-
ing
80061198-0063—Aladar: Max.
strength
8006119C-0063—Aladar: Max. speed

Lego Rock Raiders

D00B6FEE-FDFF + 800C1C98-0009—
Press R2 for all rescues
D00B6FEE-FEFF + 800C1C90-000C—
Press L2 for all green crystals
D00B6FEE-FEFF + 800C1C8C-0005—
Press L2 for all red crystals
D00B6FEE-FEFF + 800C1C88-0063—
Press L2 for all ore

Madden 2001

D006EFF0-0000 + 8006EFF0-000A—
Home team starts with 10 points
D006EFF0-0000 + 8006EFF0-0014—
Home team starts with 20 points
D00710D0-0000 + 800710D0-0014—
Away team starts with 20 points
D00710D0-0000 + 800710D0-000A—
Away team starts with 10 points
D006BABE-0001 + 8006BABE-0004—
Start in fourth quarter
D006BABC-0001 + 8006BABC-0004—
One down per possession
D00710D2-0002 + 800710D2-0003—
Infinite time outs, away team
D006EFF2-0002 + 8006EFF2-0003—In-
finite time outs, home team
800710D0-0064—Away team always
scores 100
800710D0-0000—Away team always
scores 0
8006EFF0-0064—Home team always
scores 100
8006EFF0-0000—Home team always
scores 0
8006BABC-0001—Always first down
D006BABC-0001 + 8006BABC-0002—
Three downs per possession
D006BABC-0001 + 8006BABC-0003—
Two downs per possession

Mobil Rally Championship

D30F6FB4-07CE + 800F6FB4-07CE—
Low time / always 1st
D009CF7C-0006 + 8009CF800018 +
D009CF38-73EA + 8009CF3E-0017—
All cars available

NCAA GameBreaker 2001

D0100A58-000A + 80100A5A-1000 +
D0100AE0-023A + 80100AE2-1000—
Enable code
E00FC1B4-0001 + 300FC1B4-0004—
Only 1 down per possession
E00FC1B4-0002 + 300FC1B4-0001—
Always 1st down
E00FC0B8-0001 + 300FC0B8-0000 +
E00FC0BC-0000 + 300FC0BC-0001—
Home team always has possession
E00FC0B8-0000 + 300FC0B8-0001 +
E00FC0BC-0001 + 300FC0BC-0000—
Away team always has possession

NFL GameDay '01

80101068-0064—Away team scores
100
80101068-0000—Away team scores 0
80101084-0063—Infinite time outs,
away team
80101084-0000—No time outs, away
team
80101082-0000—No time outs, home
team
D010116C-0001 + 8010116C-0004—
One down per possession

D010116C-0001 + 8010116C-0002—
Three downs per possession
D010116C-0001 + 8010116C-0003—
Two downs per possession
8010116C-0001—Always first down
80101082-0063—Infinite time outs,
home team
80101064-0064—Home team scores
100
80101064-0000—Home team scores 0

Runabout 2

D00C8B1C-0002 + 800C8B22-2400—
Infinite fuel
80086A80-C9FF + 80086A82-3B9A—
Max. money
30041C68-0001—Unlock Time Trial
mode
50004601-0000 + 30042217-0001—
All items unlocked

Spider-Man

800A56DC-0102 + 50000A02-0000 +
800A5708-FFFF + 800B4F80-0001—
Unlock everything
800B4F6C-0001—Infinite health
800B4F98-0001—Infinite web fluid
800B4F8C-0001—Show debug info
800B4F8A-0001—Enable debug
pause menu
D00C595E-FEFF + 301DBFDC-0001 +
D00C595E-FAFF + 301DBFDC-0000—
Press L2 for invisibility; press L2 + L1
to return to normal
800B4F5C-0001—What If? mode acti-
vated
800B4FB8-0001—J. James Jewett un-
locked in character viewer

Spin Jam

800A78B4-FFFF—Big score
8007307E-040B—Infinite credits
50000802-0000 + 8005F110-0101—
Unlock all levels
5000080C-0000 + 8006B3FA-0A04—
Unlock all character galleries

Star Trek: Invasion

3005BEC9-00FF—Infinite reserve en-
ergy
3005BECD-00FF—Infinite engine en-
ergy (warp speed)
8005BD68-FFFF + 8005BD6A-FFFF—
Unlock all missions
8005BD6C-FFFF + 8005BD6E-FFFF +
8005BD70-FFFF—Have all missions
beat
8011AC38-0063 + 8011AC64-0063 +
8011AC90-0063—Infinite secondary
weapons

Tenchu 2

80010008-010B + 50000B08-0000 +
80010074-FF06 + 50000B08-0000 +
80010078-0001 + 50000B08-0000 +



80010076-270F + 50000B08-0000 + 800100CC-FF06 + 50000B08-0000 + 800100D0-0001 + 50000B08-0000 + 800100CE-270F—Everything unlocked & mastered
800C48DE-0000—Use grappling hook almost anywhere

Nintendo 64

Mario Tennis

F1300290-3C01 + F1300292-A005 + F1300298-03E0 + F130029A-0008 + F130029C-AC20 + F130029E-86A0—Enable code (must be on)
D0066985-0004 + 8015344A-0003—Press **C** for 1 point win, Player 1
D0066985-0004 + 8015344B-0003—Press **C** for 1 point win, Player 2
D0066985-0004 + 8015344A-0003—Press **C** for Player 1 score = 0
D0066985-0004 + 8015344B-0000—Press **C** for Player 2 score = 0
D0066985-0004 + 80153527-0069 + D0066985-0004 + 80153523-0069—Press **C** for easy win ring shot
8115137E-0032 + 81151382-0032—Instant Piranha Challenge win

StarCraft 64

F109BA90-2400—Hi-res enable code
810B1D78-3B9A + 810B1D7A-C9FF—Infinite vespene gas (Episode I, IV & VI)
810B1D80-3B9A + 810B1D82-C9FF—Infinite vespene gas (Episode II)
810B1D90-3B9A + 810B1D92-C9FF—Infinite vespene gas (Episode III)
810B1D48-3B9A + 810B1D4A-C9FF—Infinite minerals (Episode I, IV & VI)
810B1D50-3B9A + 810B1D52-C9FF—Infinite minerals (Episode II)
810B1D60-3B9A + 810B1D62-C9FF—Infinite minerals (Episode III)

Game Boy

Dragon Dance

0199-09C8—All levels beaten
0132-1CC8—Infinite time

MTV Sports: Skateboarding Featuring Andy Macdonald

0105-95C8—Infinite continues
0199-C1C7 + 0199-C2C7 + 0199-C3C7—Max. score
0164-A1C7—Infinite time
010A-97C7—Have balloons

Perfect Dark

0125-30C0—Infinite health
010F-E6FF—Infinite ammo, first-person view

0125-00D9 + 0125-80D7—Infinite health, first-person view
010F-52DB + 010F-10DB—Infinite shotgun ammo
0100-54D5—Spider Boss can be killed with one hit
010F-10DB—Infinite 6-YYY ammo
010F-04DB—Infinite Falcon 2 ammo

Dreamcast

D2

53C77E780000-000F—Never reload machinegun
3A212D680000-000F—Never reload grenade
8E93842F0000-0063—Infinite first-aid spray

F-1 World Grand Prix

8F3383410000-03E7—999 points Team McLaren
FD6998C50000-03E7—999 points Team Ferrari
699B651C0000-03E7—999 points Team Williams
A9735FD30000-03E7—999 points Team Jordan
E6C716D70000-03E7—999 points Team Benetton
BAE634D20000-03E7—999 points Team Sauber
34312A030000-03E7—999 points Team Arrows
A1335FCF0000-03E7—999 points Team Stewart
8F3383410000-0000—0 points Team McLaren
FD6998C50000-0000—0 points Team Ferrari
699B651C0000-0000—0 points Team Williams
A9735FD30000-0000—0 points Team Jordan
E6C716D70000-0000—0 points Team Benetton
BAE634D20000-0000—0 points Team Sauber
34312A030000-0000—0 points Team Arrows
A1335FCF0000-0000—0 points Team Stewart
F56998C70000-03E7—999 points Coulthard
31B12A060000-03E7—999 points Hakkinen
23A76D070000-03E7—999 points M. Schumacher
7DE5DD400000-03E7—999 points Irvine
C89BE9A50000-03E7—999 points Williams Driver
DC288D830000-03E7—999 points Frentzen

FE2998C40000-03E7—999 points Damon Hill
4DEA11880000-03E7—999 points R. Schumacher
52A779140000-03E7—999 points Fisichella
A9735FD20000-03E7—999 points Wurz
34F12A180000-03E7—999 points Alesi
87F3835F0000-03E7—999 points Herbert
FD6998C20000-03E7—999 points Salo
F66998D80000-03E7—999 points Barichello

Namco Museum

6E3729CC0000-0063—Infinite time (*Pole Position*)
72E596760000-0004—Infinite lives, Player 1 (*Dig-Dug*)
5E7732230000-0004—Infinite lives, Player 2 (*Dig-Dug*)

Power Stone 2

90301D290000-00F0—Infinite cash
C7EAB038E071-5041 + C070D2C30000-0000—Enable all items
A642064EE071-5041 + 2070504D0000-0000—Infinite all items
D059D41FE06D-9041 + C070D0430000-0000—Enable all materials/essences
BED76D52E06D-9041 + E07050400000-0000—Infinite all materials/essences
759484C2E06D-9041 + C070D0430000-0000—Enable all text

Sega GT

1634D44405F5-E0FF—Plenty of cash

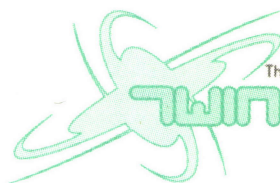
Ultimate Fighting Championship

EF97183E0000-270F—Infinite skill points
BF2E39470000-4348—Infinite health, Player 1
197C155B0000-4348—Infinite stamina, Player 1
F5A1954F0000-4348—Infinite health, Player 2
53BF749E0000-4348—Infinite stamina, Player 2
C60BE4340000-0004—Infinite time
BF2D3947E070-5041 + F5A1954F0000-0001—Player 1 Sudden Death Mode
C608E434E070-5041 + F5A1954F0000-0001—P2 Sudden Death Mode



TIPS & TRICKS HI SCORES

This monthly feature allows arcade game players to compare their high scores, best times and tournament results with other arcades from around the country. If you are an arcade owner or operator who would like to tell the world about your players' accomplishments—and get some free publicity for your arcade!—contact us by fax at (323) 651-3042 or write to us at *TIPS & TRICKS Hi Scores*, 8484 Wilshire Blvd., Suite 900, Beverly Hills, CA 90211; we'll send you information on how you can report your high scores for publication right here in *TIPS & TRICKS*. Players—show this page to your local arcade owner/operator and spread the word!



Some scores provided by:
The Official Electronic Games Scoreboard™
TWIN GALAXIES
www.twingalaxies.com

FRIAR TUCK'S GAMEROOM

5674 River Oaks Drive • Calumet City, IL 60409 • (708) 891-1444

GAME	HI SCORE	NAME
Time Crisis (Story Mode)	989,080	DDP
Time Crisis (Story Mode)	993,800	FJA
Time Crisis (Linked)	1,239,710	WIL & ND
The Grid	\$12,300.00	DEE

ALADDIN'S CASTLE

8300 Sudley Road Space F-12 • Manassas, VA 20109 • (703) 330-0174

GAME	HI SCORE	NAME
Hydro Thunder (Thunder Park)	1:47'53	CEP
Hydro Thunder (NY Disaster)	1:49'03	JAY
Hydro Thunder (Lost Island)	1:38'36	JAY
Hydro Thunder (Far East)	1:56'53	PGT
Hydro Thunder (Lake Powell)	2:00'59	CEP
Cruis'n World (Germany)	1:39.74	Paul Tholen
Cruis'n World (Italy)	1:41.98	Paul Tholen

SPORTZONE-HILTON HOTEL

3000 Paradise Road • Las Vegas, NV 89109 • (800) 732-7117

GAME	HI SCORE	NAME
Cruis'n Exotica (Alaska)	1:34'36	MC
Cruis'n Exotica (Amazon)	1:19.15	LND
Cruis'n Exotica (Atlantis)	0:43'92	EXO
Cruis'n Exotica (Holland)	1:46'22	ALA
Cruis'n Exotica (India)	1:19'50	GOT
Cruis'n Exotica (Ireland)	1:39'71	Daryl
Cruis'n Exotica (Korea)	1:25'21	Daryl
Cruis'n Exotica (Mars)	1:42'98	A2B2
Cruis'n Exotica (Tibet)	1:26'21	JJJ
Road Burners	3:11.54	CJF

MOVIELAND ARCADE

906 Granville St • Vancouver, BC V6Z 1L2 • (604) 681-6915

GAME	HI SCORE	NAME
King of Fighters' 2000	12 wins	CCC
Virtua NBA	14 points	JEW
Densha Da Go! 2	1:43'43	DCV
Ms. Pac-Man (fast)	85,300	???
Gal's Panic 3	23,700	STV
Street Fighter EX 3	231,000	CAP

ALADDIN'S CASTLE

Pineridge Mall • Chubbuck, ID 83202 • (208) 237-0976

GAME	HI SCORE	NAME
Cruis'n Exotica (Alaska)	1:24'87	Greg Morgan
Cruis'n Exotica (Amazon)	1:09'10	Greg Morgan
Cruis'n Exotica (Atlantis)	1:28'05	Greg Morgan
Cruis'n Exotica (Korea)	1:18'84	Brian French
Cruis'n Exotica (Las Vegas)	1:31'64	Brian French
Cruis'n Exotica (Mars)	1:30'17	Brian French
Cruis'n Exotica (Sahara)	1:16'92	Brian French
Cruis'n Exotica (Tibet)	1:11'84	Brian French

OCEAN STAR ARCADE

1039 Granville St • Vancouver, BC CANADA V6Z 1L4 • (604) 669-3434

GAME	HI SCORE	NAME
Street Fighter III: 3rd Strike	1,800,750	ARK
King of Fighters' 2000	10 wins	RYO
Marvel vs. Capcom 2	23 wins	DCR
Street Fighter Hyper Fighting	567,900	CAP
Monster Bash (pinball)	467,800,900	KEV

SUPER JUST GAMES

557 Waukegan Road • Northbrook, IL 60062 • (847) 559-8727

GAME	HI SCORE	NAME
Gauntlet Legends (Wizard)	Level 99 x 9	Ari Weintraub
Tekken Tag Tournament	48 wins	Ari Weintraub
Tekken Tag Tournament	32 wins	Ari Weintraub
Top Skater	549,941	SRB
Marvel vs. Capcom 2	51 wins	Ari Weintraub
Pac-Man (slow)	146,700	???
Capcom vs. SNK	34 wins	Jason Wilson
Street Fighter III: 3rd Strike	28 wins	Jason Wilson

**BOOMER'S ARCADE**

3100 Airport Road. • Boca Raton, FL 33431 • (954) 921-1411

GAME	HI SCORE	NAME
Golden Tee Golf 97 (Longest Drive)	355 yds., CR	EJP
Golden Tee Golf 97 (Longest Putt)	87 yds., CR	STT
Golden Tee Golf 97 (Greatest Shot)	68 yds., PC	???
Golden Tee Golf 97 (Overall Course)	--16, CR	EJP
CarnEvil	1,472,350	???
Area 51 Site 4	2,213,270	MCZ
Jambo Safari!	224,858	BDP
Quick & Crash	5:46'3	SW
Dark Silhouette (Story Mode)	183,200, 91%	DDT
Dark Silhouette (Shooting Range)	38,200 (97%)	KEN T

BOOMER'S ARCADE

3100 Airport Road. • Boca Raton, FL 33431 • (954) 921-1411

GAME	HI SCORE	NAME
Star Wars Trilogy	2,269,700	EJJ
Point Blank 2	174,528	MGD
Alpine Racer 2	144,528	MJ
Desert Tank	1,269,450	MHD
Crisis Zone	3,669,090	???

HI 5 NICKEL ARCADE

1336 Saratoga Ave. • San Jose, CA 95129 • (408) 557-0755

GAME	HI SCORE	NAME
Super Shot Basketball	96	Alex
Capcom Bowling	221	Joe Anderson
Skee Ball	650	Leila and Lisa
Time Crisis	564,300	Mike Damron
Hiphop Mania	383,922	Michael Garcia
Crazy Taxi	\$5,619.42	Vincent Arevalo
Marvel vs. Capcom	1,667,433,600	David Lee
Wacky Gator	99 wacks	Fire It Up!!
Tekken Tag Tournament	8 wins	Fire It Up!!

LASER QUEST

224 Bolivar Street • Lexington, KY 40508 • (859) 225-1742

GAME	HI SCORE	NAME
Maximum Force	209,750	MBW
Hydro Thunder (Far East)	1:51'49	RPN
Hydro Thunder (Lost Island)	1:41'06	RPN
Hydro Thunder (Arctic Circle)	1:48'59	RPN
Hydro Thunder (Lake Powell)	1:56'18	RPN
Hydro Thunder (NY Disaster)	1:54'96	RPN
Hydro Thunder (Greek Isles)	1:45'99	RPN
Revolution X	1,415,000	MSJ
Gauntlet Dark Legacy (Sorceress)	Level 50	MSJ

THE DUNGEON

1371 West Tunnel Blvd • Houma, LA 70360 • (504) 872-1203

GAME	HI SCORE	NAME
Cruis'n Exotica (All Tracks)	18:00'00	Wayne Folse
Cruis'n Exotica (Alaska)	1:12'73	Wayne Folse
Cruis'n Exotica (Amazon)	1:10'00	Wayne Folse
Cruis'n Exotica (Atlantis)	1:24'33	Wayne Folse
Cruis'n Exotica (Hong Kong)	1:30'49	Wayne Folse
Cruis'n Exotica (Mars)	1:29.40	Wayne Folse
Cruis'n Exotica (Sahara)	1:11'75	Wayne Folse
Cruis'n Exotica (Holland)	1:38'01	Wayne Folse
Cruis'n Exotica (India)	1:10'43	Wayne Folse
Cruis'n Exotica (Ireland)	1:20'82	Wayne Folse

THE DUNGEON

1371 West Tunnel Blvd • Houma, LA 70360 • (504) 872-1203

GAME	HI SCORE	NAME
Cruis'n Exotica (Korea)	1:12.14	Wayne Folse
Cruis'n Exotica (Tibet)	1:14'70	Wayne Folse
Cruis'n Exotica (Las Vegas)	1:24'70	Wayne Folse

ALL AMUSEMENT CENTER

7888-1 Van Nuys Blvd • Van Nuys, CA 91402 • (818) 756-0550

GAME	HI SCORE	NAME
Tekken Tag Tournament	61 wins	George Alfonso
Marvel Super Heroes	726,700	Ozzy B.
Tekken 3	36 wins	Mark Jingco
Hip Hop Mania (Hard)	384,644	DEFAL
Hip Hop Mania (Random, Hard)	379,532	DJ KRN
Blitz '99	35 wins	Carlos Cabrera
Marvel vs. Capcom 2	20 wins	MMJ
Street Fighter Alpha 3	1,565,500	Ozzy B.
Street Fighter Alpha 3	1,677,300	Ozzy B.
Capcom vs. SNK	61 wins	Jason Wilson

TIME OUT

201 Lehigh Valley Mall • Whitehall, PA 18052 • (610) 264-8802

GAME	HI SCORE	NAME
Star Wars Trilogy	1,599,800	Brian Slapinsky
Hydro Thunder (NY Disaster)	1:53'29	Jason Banus
Hydro Thunder (Lost Island)	1:40'00	Jason Banus
Marvel vs. Capcom	972,800	Jason Banus
Point Blank (Beginner)	109,135	Frankie Saez
Tekken 3 (Xiaoyu)	2:32.38	Robert Grube3
Marvel vs. Capcom	2,935,300	Harry Liu

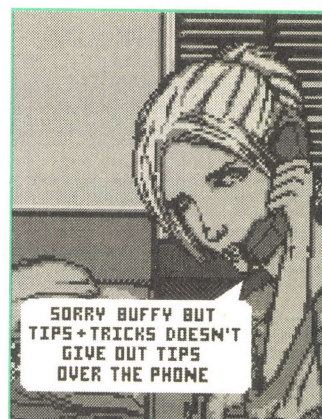


HINT HOTLINES

If you're having trouble with a video game and you need IMMEDIATE assistance, follow these steps and you might get the help you need!

- 1) Examine the game, the box it came in or the instruction manual to find out the name of the game's publisher.
- 2) Check this page to see if that company has a tip hotline that you can call for advice!
- 3) If you can't find that company's name on this list, check the game, the box or the instruction manual to see if the publisher lists a phone number that you can call for tips.
- 4) As a last resort, if the game you're having trouble with is made for the Nintendo 64 or Game Boy (Color), try Nintendo's hotline; it's the only one we know of that can usually supply tips for third-party games.
- 5) Whatever you do, DON'T call *Tips & Tricks*! We don't have a tip hotline and we're very busy working on the next issue for you.

NOTE: All Hint Hotlines require a touch-tone phone; callers must be a minimum of age 18—or have parental permission—to call.



3DO

1-900-CALL-3DO (1-900-225-5336)
HOURS: Monday through Friday,
9 AM to 12 PM and 2 PM to 5 PM (Pacific Standard Time)
COST: 95¢/minute

989 STUDIOS

1-900-933-SONY (U.S.)
1-900-451-5757 (Canada)
HOURS (U.S.): Monday through Friday 8 to 5 PM Pacific
Standard Time for live information, 24 hours for auto-
mated help
(Canada): 24-hour automated information
COST (U.S.): 95¢/minute automated, \$1.40/minute live,
\$6.95 to \$16.95 for tips by mail, \$5 to \$20 for card
recharge.
(Canada): \$1.50/minute for automated hints

ACCLAIM

1-900-407-TIPS (1-900-407-8477)
HOURS: (unknown)
COST: 95¢/minute

ACTIVISION

1-900-680-4468 (U.S.)
1-900-451-4849 (Canada)
HOURS: Monday through Friday,
9 AM to 5 PM Pacific Standard Time (excluding holidays)
COST (U.S.): 99¢/minute
(Canada): \$1.49/minute

AGETEC, INC.

1-900-288-ASCII (1-900-288-2724)
HOURS: 24 hours a day, 365 days a year
COST: 95¢/minute

AMERICAN SOFTWARE CORP.

1-900-CALL-ASC (1-900-225-5272)
HOURS: 24 hours a day
COST: 80¢/minute

ATLUS SOFTWARE

1-900-CALL-ATLUS (1-900-225-5285)
HOURS: (unknown)
COST: 95¢/minute or \$1.25/minute for live assistance

CAPCOM

1-900-680-CLUE (1-900-680-2583) (U.S.)
1-900-677-2272 (Canada)
HOURS: Monday through Friday,
8:30 AM to 5 PM (Pacific Standard Time)
COST (U.S.): 99¢/minute for 24-hour pre-recorded infor-
mation; \$1.35/minute for live help
(Canada): \$1.35/minute

CRAVE ENTERTAINMENT

1-900-903-4468 (U.S.)
1-900-677-4468 (Canada)
HOURS: (unknown)
COST (U.S.): 95¢/minute
(Canada): \$1.50/minute

DREAMWORKS INTERACTIVE

1-900-454-GAME (1-900-454-4263)
HOURS: 24 hours a day, 365 days a year
COST: 95¢/minute

EIDOS

1-900-773-4367 (U.S.)
1-900-643-4367 (Canada)
HOURS: 24 hours a day
COST: 99¢/minute

ELECTRONIC ARTS

1-900-288-HINT (1-900-288-4468)
1-900-451-4873 (Canada)
COST (U.S.): 95¢/minute
COST (Canada): \$1.15/minute

FOX INTERACTIVE

1-900-CALL4FOX (1-900-225-5436)
HOURS: (unknown)
COST: 85¢/minute

GT INTERACTIVE

1-900-CALL-2GT (1-900-225-5248)
HOURS: (unknown)
COST: 95¢/min.

INFOGRAMS

1-900-454-HINT (1-900-454-4468)
HOURS: (unknown)
COST: 99¢/minute

INTERACT GAMESHARK CODELINE

1-900-773-7427 (U.S.)
1-900-677-4242 (Canada)
HOURS: 24 hours a day, 7 days a week
COST (U.S.): \$1.27/minute
COST (Canada): \$1.79/minute

INTERPLAY

1-900-370-PLAY (U.S.)
1-900-451-6869 (Canada)
HOURS: 24 hours a day, 7 days a week
COST (U.S.): 95¢/minute
COST (Canada): \$1.25/minute

KONAMI

1-900-896-HINT (1-900-896-4468)
HOURS: Automated help 24 hours a day, 365 days a year;
live assistance Monday through Friday, 9 AM to 5:30 PM
(Pacific Standard Time)
COST: 95¢/minute for automated help; \$1.25/minute for
live assistance

LUCASARTS

1-900-740-JEDI (1-900-740-5334) (U.S.)
1-900-677-JEDI (1-900-677-5334) (Canada)
HOURS: (unknown)
COST (U.S.): 95¢/minute
COST (Canada): \$1.25/minute

MIDWAY

1-903-874-5092
HOURS: Monday through Friday,
10 AM to 6:30 PM (Central Time); Automated help avail-
able 24 hours a day, 365 days a year
COST: Standard long-distance rates to Texas apply

NAMCO

1-900-737-2262
HOURS: Monday through Friday,
9 AM to 5 PM (Pacific Standard Time)
COST: 95¢/minute for automated tips; \$1.15/minute for
live assistance

NINTENDO

1-900-288-0707 (Live assistance, U.S.)
1-900-451-4400 (Live assistance, Canada)
1-425-885-7529 (Power Line—automated tips)
HOURS (Live assistance): Monday through Saturday,
6 AM to 9 PM (Pacific Standard Time)
Sunday 6 AM to 7 PM (Pacific Standard Time)
HOURS (Power Line): 24 hours a day
COST (U.S.): \$1.50/minute
COST (Canada): \$2.00/minute
COST (Power Line): Standard long-distance rates to Seat-
tle, Washington apply

PSYGNOSIS

1-900-976-HINT (1-900-976-4468)
HOURS: Monday through Friday, 9 AM to 5 PM for live
assistance; automated tips available 24 hours a day, 365
days a year
COST: 95¢/minute for automated tips, \$1.35/minute for
live assistance

SEGA

1-900-200-SEGA (U.S.)
1-900-451-5252 (Canada)
HOURS: (unknown)
COST (U.S.): 95¢/minute for automated tips,
\$1.50/minute for live assistance
COST (Canada): \$1.50/minute

SIERRA

1-900-370-KLUE (1-900-370-5583) (U.S.)
1-900-451-3356 (Canada)
HOURS: 24 hours a day, 7 days a week
COST (U.S.): 95¢/minute
COST (Canada): \$1.25/minute

SONY COMPUTER ENTERTAINMENT AMERICA

1-900-933-SONY (1-900-933-7669) (U.S.)
1-900-451-5757 (Canada)
HOURS: Monday through Friday, 8 AM to 6 PM (Pacific
Standard Time) for live assistance; automated support
available 24 hours a day, 365 days a year
COST (U.S.): 95¢/minute for automated tips,
\$1.25/minute for live assistance, \$4.95 for mailed-out tips
COST (Canada): \$1.25/minute

SQUARESOFT

1-900-407-KLUE (1-900-407-5583)
HOURS: Monday through Friday, 8 AM to 5 PM (Pacific
Standard Time) for live assistance; automated support
available 24 hours a day, 365 days a year
COST (U.S.): 99¢/minute for automated tips,
\$1.35/minute for live assistance
COST (Canada): \$1.50/minute for automated tips only

SUNSOFT

1-714-850-2700
HOURS: Monday through Friday, 9 AM to 5 PM (Pacific
Standard Time)
COST: Standard long-distance rates to California apply

TECMO

1-310-944-5005
HOURS: Monday through Friday, 1 PM to 5 PM (Pacific
Standard Time)
COST: Standard long-distance rates to Southern Califor-
nia apply

THQ

1-900-370-HINT (1-900-370-4468)
HOURS: Monday through Friday, 9 AM to 5 PM (Pacific
Standard Time) for live assistance; automated support
available 24 hours a day
COST: 95¢/minute for automated tips, \$1.25/minute for
live assistance

UBI SOFT

1-900-420-4UBI (1-900-420-4824) (U.S.)
1-900-451-5555 (Canada)
HOURS: (unknown)
COST (U.S.): 95¢/minute
COST (Canada): \$1.50/minute

VIRGIN INTERACTIVE

1-900-288-4744 (U.S.)
1-900-451-4422 (Canada)
HOURS: 24 hours a day, 365 days a year
COST (U.S.): 95¢/minute
COST (Canada): 55¢ for the first minute, \$1.25 each
additional minute

WIN A COOL SCOOTER IN THE TimeSplitters™ CONTEST!

Everyone else on the block has one of those trendy new scooters. Now you can win one of your own! And not just any old scooter either—this one's got the *TimeSplitters* logo emblazoned on it. But wait! There's more! We're also giving away *TimeSplitters* shirts and games! Here's the nitty gritty:

PRIZES

(5) **Grand Prize Winners** will receive a copy of *TimeSplitters* for the PlayStation®2 game console, a *TimeSplitters* shirt, and a *TimeSplitters* scooter.

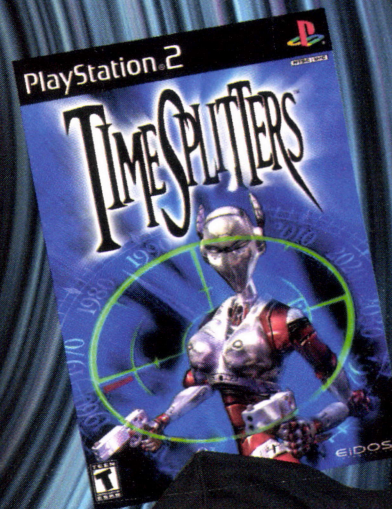
(15) **First Prize Winners** will receive a copy of *TimeSplitters* for the PlayStation®2 and a *TimeSplitters* shirt.

(30) **Second Prize Winners** will receive a *TimeSplitters* shirt.

To Enter:

Send a postcard (no envelopes please) with your name, address, city, state, zip code telephone number and email address (if applicable) to:

TIPS & TRICKS *TimeSplitters* Contest
8484 Wilshire Blvd.
Suite 900
Beverly Hills, CA 90211



Tips & Tricks *TimeSplitters* Contest OFFICIAL RULES

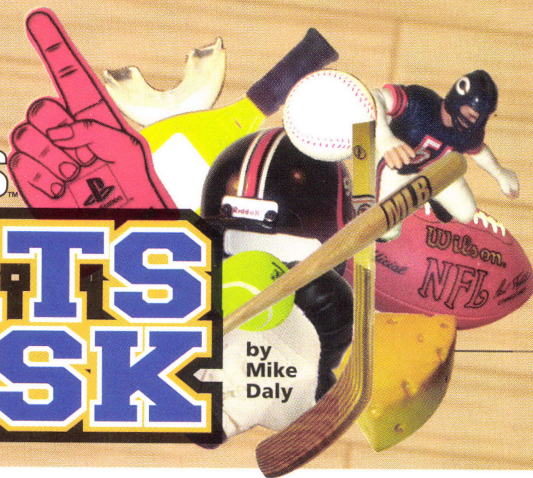
NO PURCHASE NECESSARY. Limit one valid entry per person/address. Sweepstakes open to legal residents of the United States and its territories and possessions. Multiple entries are prohibited. All entries become the property of Tips & Tricks Magazine and Eidos Interactive, Inc. All taxes are the responsibility of the winner. No cash substitution is allowed. Offer void where prohibited, regulated or restricted by law. All entries must be received by January 15, 2001. Sponsors are not responsible for lost or misdirected entries. The editors of Tips & Tricks Magazine will select winners. Editor's choice is final. Odds are determined by number of entries received by the sweepstakes deadline. Winners will be notified by mail. This sweepstakes is sponsored by Eidos Interactive and Tips & Tricks Magazine.

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& TIPS & TRICKS



TIPS & TRICKS

SPORTS DESK

by Mike Daly

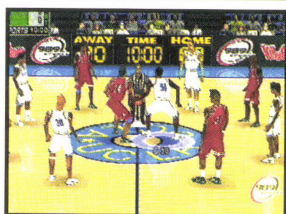
Greetings, sports fans, and welcome to the **TIPS & TRICKS** sports section! In this new monthly column, I'll be bringing you all of the freshest dirt on your favorite sports video games. Not reviews, but tips, strategy advice and roster changes that will keep you in the lead while keeping your games as true-to-life as possible. I'll also show you the newest sports-related game goodies and comment on the latest happenings from right here behind the...

Yo, ballers! Whadup? Psyched to crash the boards, drain the jumper and make the vaunted extra pass? Well, it's that time of year again; time for squeaky floors and the smell of the gym. But if you're like us, your console form is far superior to your real-life skillz...in which case you sky and slam without ever leaving the television. If the closest smell to the gym you have in **YOUR** basketball reality is the odor of your dirty socks emanating from the laundry basket, pay attention, cuz' here's the standard breakdown of this season's crop of roundball sims.

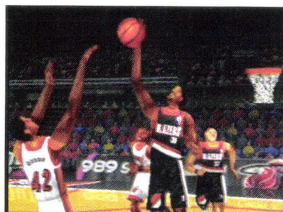
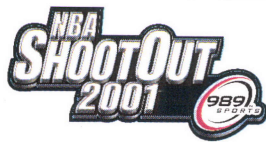
NCAA Final Four 2001



Scrappy D, elaborate passing, a lack of foul calls and those confounded zones; this is what college hoops are all about. 989 Sports does a pretty good job of driving that home in its latest college basketball offering. Featuring commentary by Quinn Buckner (only one step shy of Digger Phelps or college-hoops Buddha Dick Vitale), *NCAA Final Four 2001* has a decent feel for college style. It's very difficult to make one-on-one plays in this game, because that's just not how college hoops is played; there are no Kobe Bryant or Vince Carter moves here. *Final Four* features a wide array of colleges, some of which probably wouldn't even be on the map without a cursory tournament appearance at some point. (Ball State, Gonzaga or Old Dominion, anyone?) Offensively, *Final Four* has a disappointingly average number of sets and plays. On defense, however, you can really personalize your feel by selecting the defensive zone of your liking. Whether it's the 2-1-2, the 2-3 or the 1-3-1, amongst others, you can set up the defense that plays to your strengths and enjoy what the pro game has deemed illegal defense. The player and gameplay modeling are fairly unimpressive, but if you really like playing the 64-seed tournament, then this is the game for you. 989 has included its proprietary "touch shooting," an optional feature which utilizes a meter for every shot taken. This feature is also included in *NBA ShootOut 2001* (below).



NBA ShootOut 2001



989's pro hoops entry features more of their touch shooting, as well as standard NBA teams and rosters. With animation no more impressive than *Final Four*, this game only pretends to compete with its corresponding EA entry. The coolest part of *NBA ShootOut 2001* is that you can create your own dunks with a high degree of control. With 12 preset dunks to start

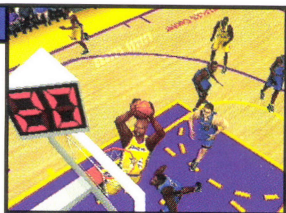
from, you can precisely position 14 different body parts, 12 different kinds of take-offs and 12 different finishing moves including one- and two-handed slams. Make your own signature dunk and abuse your opponent with it. What could feel better than burying your personalized tomahawk in someone's face? This is clearly the best feature of a game struggling to compete with the titan that is last but not least...

NBA Live 2001



Legend has it that droves of youth hit the stores in mid-October demanding to know, "Y'all got that *Live*?" Now we ask you, do y'all got that

Live? As usual, EA delivers the genuine article, with the best animation and modeling around, fantastic dunks and a court feel that truly simulates the NBA game. Improving each year, *Live*'s offense now moves rather than stagnates with cutters abound and give-and-go's and pick-and-rolls almost making themselves. Purists already know that this is the game for them, but y'all might want to hear about a couple new features of *NBA Live 2001*. Much like EA's current football offering, *NBA Live 2001* features a challenge and reward section not unlike Madden's trading cards. By accomplishing various individual feats (such as a double-double, a 40-point outing or a 10-steal game) at various skill levels, a player can earn reward points that can be used to activate hidden features or cheats. The coolest new feature is the one-on-one section that is graced by His Airness' name. That's right, you can play one-on-one with Michael Jordan as one of about 40 different available all-stars from the last 40 years. Of course, Jordan's 93 rating makes him the best available player in this mode (though it's interesting to see that EA rates Bill Russell an 89 compared to Wilt's 91; I guess death always makes your stock rise). Jerry West, John Havlicek and Pete Maravich were all attractive options, but I couldn't resist playing as Dr. J, who lost to MJ by two points on the New York playground in front of Guido's Pizza. (One of the reward cheats actually lets you move the game to a West Coast, Venice-style setting.) All we're really saying here is that if you're down for pro ball, y'all better get that *Live*.



Players to Release and Sign

Though *NBA Live*'s rosters are correct as of about last August, true NBA enthusiasts will want to consult the chart below to shore up their rosters for maximum simulation accuracy. One of *Live*'s faults this year is the omission of some of the league's journeymen and rookies. Many journeymen can be found in previous versions of the game; you can use those stats to create them in *Live 2001* in Create-A-Player mode. It's difficult to tell what factors went in to deciding which rookies made the game and which didn't. It probably came down to who was signed when the game was completed and who wasn't...but if Mo' Pete is on the Raptors and the Clips have Quentin Richardson, Darius Miles and Keyon Dooling, where the heck are Khalid El-Amin, Marcus Fizer and last year's Final Four MVP, MATEEN CLEAVES? Create 'em if you gotta, but you'll have to guess the rookies' stats. This is the first wave of roster changes coming out of the exhibition season; we'll give you more roster changes as the regular season progresses.

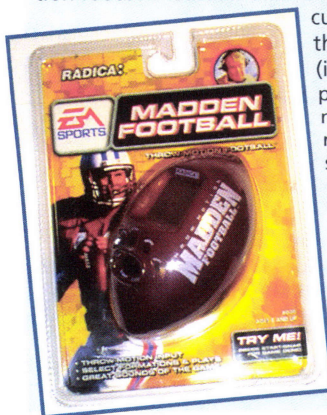
Team	Player Released	Signed By
Atlanta Hawks	Laphonso Ellis	T-Wolves
Boston Celtics	Calbert Cheaney	Nuggets
	Robert Pack	Nuggets
Charlotte Hornets	Brad Miller	Bulls
	Todd Fuller	Heat
Chicago Bulls	Matt Maloney	Hawks
	Hersey Hawkins	Hornets
	Dickey Simpkins	Sonics
	Chris Anstey	
Dallas Mavericks	Dana Barros	Pistons
	Terry Mills	Pacers
Denver Nuggets	Bryant Stith	Celtics
	Ronald "Popeye" Jones	Wizards
Detroit Pistons	Loy Vaught	Mavericks
	Eric Murdock	
Golden State Warriors	Terry Cummings	
Houston Rockets	Bryce Drew	Bulls
Indiana Pacers	Chris Mullin	Warriors
L.A. Lakers	Glen Rice	Knicks
	Travis Knight	Knicks
	John Celestand	Mavericks
	John Salley	
Miami Heat	Alonzo Mourning*	
New York Knicks	Patrick Ewing	Sonics
	Chris Dudley	Suns
	Rick Brunson	Heat
Phoenix Suns	Luc Longley	Knicks
	Todd Day	T-Wolves
Portland Blazers	Detlef Schrempf	
San Antonio Spurs	Mario Elie	Suns
Seattle Supersonics	Greg Foster	Lakers
	Emmanuel Davis	Lakers
	Horace Grant	Lakers
	Vladimir Stepania	Knicks
	Lazaro Borrell	Knicks
	Vernon Maxwell	
Toronto Raptors	Doug Christie	Kings
Utah Jazz	Bruno Sundov	Pacers
Washington Wizards	Tracy Murray	Nuggets

*We wish Zo the best in making a speedy recovery from his kidney ailment, but accuracy mandates that you either cut him or put him on injured reserve; Riles would!

SPORTING GOODS:

Throw Motion Madden Football

Radica/EA Sports' *Throw Motion Madden Football* may be the silliest football gimmick game since the vibrating-metal-field days. The size of a mini Nerf football, the throw motion football features an LCD screen and the ability to execute passes by making a quick throwing motion with the ball (in fact, it's the only way to pass in the game). The throw motion football features no running game, no total field shots and little football feel other than the football itself. There is a selection of play-calling, but actively playing defense requires mental telepathy. Still, it is pretty neat, and you can turn the annoying volume off. Probably a good game for long trips in the car.



McFarlane's Sports Picks NHLPA



Todd McFarlane, creator of *Spawn* and the toy line that bears his name, is also a big sports fan. To the chagrin of many sports purists, he even purchased several Mark McGwire home run balls from the '70 HR

pursuit during the '98 baseball season. Here we have McFarlane's NHL action figure series featuring Curtis Joseph, Patrick Roy, Paul Kariya, Tony Amonte, Ray Bourque and Steve Yzerman. The figures are extremely detailed and even come with a hockey stick and a small puck. The goalies come with their own net and a sports bottle. The one disappointing feature of the figures is that their jerseys all have the lame NHLPA logo instead of their real team insignias. Guess Todd didn't want to spring for the team licenses. (How about selling those home run balls?) Next up, Todd's sports series will feature MLB players.



To all you hockey and racing fans: We apologize for omitting your passions and promise to address them next month. Until then, may your couch potatoes happily rot!



The World According to Madden

Football season's more than halfway done now, so we thought a further consult with uncle Madden might shed some light on just how sharp EA's football demagogue is anyway. Here are the scores to some of this season's impending big games as simulated by the PlayStation version of *Madden NFL 2001*:

December 3

Colts 23 @ Jets 17
Dolphins 24 @ Bills 17

December 10

Vikings 25 @ Rams 14
Bucs 24 @ Dolphins 20
Jets 13 @ Raiders 27

December 17

Colts 28 @ Dolphins 21

December 18

Rams 22 @ Bucs 18

December 24

Vikings 23 @ Colts 27
Jets 13 @ Ravens 10

Should we infer that home-field advantage isn't really so advantageous? *Madden*'s season simulation yielded all kinds of new NFL records, mostly insignificant ones as Emmitt Smith and Jerry Rice one-up themselves. Shockingly, though, *Madden NFL 2001* predicts that Edgerrin James will surpass Eric Dickerson's single-season rushing record with 2,550 yards from scrimmage. Give me a break!

Madden's playoff picks:

AFC

Chiefs, Raiders, Seahawks, Pats
Bye: Titans, Colts

NFC

Giants, Packers, Cards, Redskins
Bye: Rams, Cowboys

Like I said, gimme a break, Madden! I guess there's no way of knowing that Daunte Culpepper would be the real deal, but the Cards and Cowboys? The old man might be losing a step.



TIPS & TRICKS

Tournament Report

by
Jason
Wilson

Sponsored by



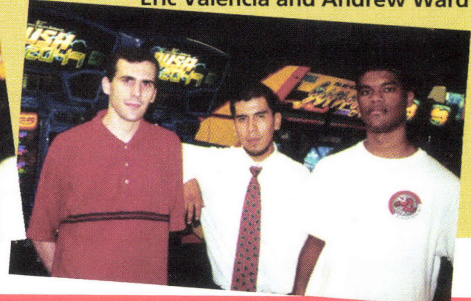
This monthly column features on-the-spot coverage of arcade and home video-game tournaments happening across the nation! On these pages you can see photos of the country's greatest players, check our calendar for dates, locations and tournament events in your area and even get tips on how to run your own video game tournament. Support your local arcade and get your tournament in *TIPS & TRICKS* Magazine! To contact us about a tournament in your area that you'd like us to cover, send us a fax at (323) 651-3042, or write to us at least two months in advance at *TIPS & TRICKS* Tournament Report, c/o Jason Wilson, 8484 Wilshire Blvd., Suite 900, Beverly Hills, CA 90211.

FIGHTING VIRGINIANS

Competitors from all over the Virginia/Maryland area were on hand at Namco's Time-Out in the Springfield Mall for *Marvel vs. Capcom 2* and *Street Fighter III: 3rd Strike* tournaments! In *Marvel vs. Capcom 2*, Joe Van Pelt—Virginia's number-one player—easily took first, while local mall king Eric Valencia placed second and Andrew Ward took third. In *Street*

Fighter III: 3rd Strike, Darick Perez shut down everyone with his Alex, easily grabbing the top spot, while Estuardo Enriquez came all the way from the losers' bracket to grab second with Ken; the mysterious Alex K. took third. Thanks to all who participated; call Namco's Time-Out at (703) 971-5010 for information on any other upcoming tournaments!

Photo below (from left to right): Joe Van Pelt, Eric Valencia and Andrew Ward



Michigan *Marvel vs. Capcom 2* MANIA!



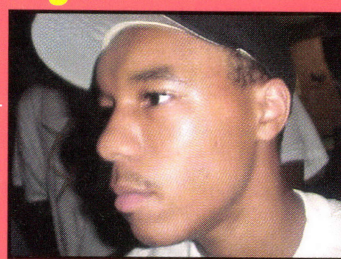
Players from all over the mid-west gathered in Flint, Michigan for a chance to win cash and prizes! Ari Weintraub of Northbrook, Illinois drove all the way from the Chicago

area to take the top spot with his team of Magneto, Dr. Doom and Sentinel. Rashad Miller—who frequents Diversions Game Room in Chicago—took second while hometown favorite Shaan Stinson had to settle for third!

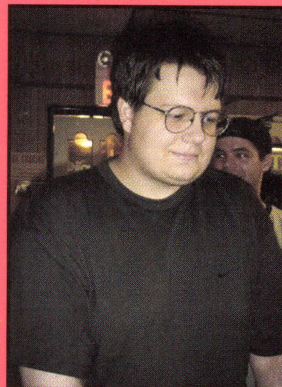


New Jersey Results!

The Eight on the Break arcade in Dunellen, New Jersey held a couple of tournaments for *Tekken Tag Tournament* (on August 15) and *Marvel vs. Capcom 2* (on August 17). Julian Robinson of Philadelphia—the win-



Julian Robinson



Skye Thompson

ner of many fighting game tournaments as of late—took first in *Tekken Tag*, while fellow Pennsylvanian Bryheem Keyes took second and Aris Cuevo of New Jersey placed third. Relative local newcomer Skye Thompson snatched first place in *Marvel vs. Capcom 2*, while Vince Velasquez took second and recent Otakon *Marvel vs. Capcom 2* tournament champion Pete Talley grabbed third!



Van Nuys Marvel vs. Capcom 2 Tournament!

50 competitors gathered up and took over the *Marvel vs. Capcom 2* machines at All Amusement Fun Center on September 23 for a chance to win cash prizes, tokens and a one year subscription to *TIPS & TRICKS* Magazine! The tournament, which lasted well over eight hours, had some exciting moments near the very end. Duc Do ended up finishing off Alex Valle in the semifinals of the winners' bracket with Spiral's Metamorphosis Super Move, just as Valle had everyone convinced that he was about to win the round! However, the eventual winner of the tournament was no surprise. Duc Do finished off Jay "Viscant" Snyder of San Diego and the mysterious "Team M" with his team of Spiral, Cable and Cyclops. Alex Valle took third with his balanced team of Strider, Dr. Doom and Sentinel. Thanks to Donny, Mark, Josh,

George, Robyn, Andrew and the rest of the staff at All Amusement Fun Center for all their hard work! Here is the final ranking of the top entrants:

1. Duc Do (San Bernardino, CA)
2. Jay "Viscant" Snyder (San Diego, CA)
3. Alex Valle (Westminster, CA)
4. J.R. "Image" Guitierrez (Orange County, CA)
5. Tone Nguyen (Pasadena, CA)
5. Michael "Nyght" Morse (Pasadena, CA)
7. Peter Rosas (Los Angeles, CA)
7. Scott A. (Orange County, CA)
9. Mike Watson (Monterey Park, CA)
9. Jesse S. (Van Nuys, CA)
9. Darren H. (Los Angeles, CA)
9. Anthony Martinez (West Covina, CA)

Florida 3rd Strike and MvC Tournaments!



Do people still play these games? At Flipper's Game Center in Miami, they do. Flipper's recently began running numerous tournaments for various fighting games, including upcoming dates featuring Midway's smash hit, *The Grid*. Here are the combined tournament results from this past summer:



Marvel vs. Capcom

1. Hong Ho
2. Nolber Torres
3. Johan Palacios

Street Fighter III: 3rd Strike

1. Richard Rees
2. Ricky Rodriguez
3. Carlos Cirillo

TOURNAMENT CALENDAR

November 17-19, 2000

Florida's Pro Night II

Contact: Billy Pitt
Orlando, FL

CHADOKADA@aol.com

Florida's finest players battle it out in a rematch of the original Pro Night, held in Miami back in 1994! Six years have passed since the all-night battles of *Mortal Kombat II* and *Street Fighter II: Hyper Fighting*. Now, the long-awaited rematch of pros will occur November 17-19 at Billy Pitt's House of Pros in Orlando. Pro Night II will feature the top fighting games ever released in the ultimate tournament atmosphere! Each participant will play every competitor three times in each game to ensure that the best player overall wins! There will be a \$10 entry fee to enter the entire weekend; the top three players will receive cash, prizes and one year subscriptions to *TIPS & TRICKS* Magazine! The scheduled tournament games and platforms will be as follows:

ARCADE TITLES

- *Killer Instinct* (Sat.)
- *Mortal Kombat II* (Sat.)
- *Ultimate Mortal Kombat 3* (Sat.)
- *Street Fighter Alpha 2* (Sat./Sun.)
- *Street Fighter Alpha 3* (Sat./Sun.)
- *Super Street Fighter II Turbo* (Sat./Sun.)
- *Street Fighter II: Hyper Fighting* (Sat./Sun.)

CONSOLE TITLES

- *Marvel vs. Capcom 2* (Dreamcast, Sat./Sun.)
- *Street Fighter III: 3rd Strike* (Dreamcast, Sat./Sun.)

TENTATIVE TITLES

- *Tekken Tag Tournament* (PlayStation 2, Sat./Sun.)
- *Capcom vs. SNK* (Dreamcast, Sun.)

RECURRING TOURNAMENTS

Marvel vs. Capcom 2 Tournaments

Contact: All Amusement Center

7888-1 Van Nuys Blvd.

Van Nuys, CA 91402

(818) 756-0550

Upcoming Dates: November 16, 2000, November 30, 2000, December 7, 2000, December 14, 2000, December 21, 2000, December 28, 2000

Weekly tournaments began October 12 and continue each Thursday (except for Thanksgiving). There is a \$5 entry fee for each participant, and you must pay for your own games. The top player will receive a cash prize each week. The top three players for the month will receive additional prizes as well!

Florida State Street Fighter Championships

Contact: Nelson Santamaria

Miami Lakes, FL

(305) 620-1418

NASRJD@aol.com

Upcoming Dates: November 26, 2000, December 17, 2000

Street Fighter fans from all over Georgia and Florida are invited to the monthly Florida State *Street Fighter* Championships which started April 15 and continue monthly at various local arcades on the third Sunday of each month. Each tournament will consist of a single elimination, two-out-of-three match, three-out-of-five round *Capcom vs. SNK* tournament. A Florida rankings system will be in effect, with top players walking away with cash prizes!



by Anatole Brown

日本 JAPAN REPORT!

Karaoke and Music Game to Go

Banking on the enormously popular karaoke and music game fad in Japan, toy company Takara has created two portable and dedicated music fun machines. First is the E-Kara, a portable Karaoke machine that is shaped like a microphone which runs on AA batteries. Regular karaoke machines are giant behemoths with a screen, amplifier, stereo and mic stand, but the E-Kara condenses all these things into a little handheld device that can plug into any television. It can also be plugged into any car stereo for long excursions. It comes equipped with buttons for key change, echo, voice effects and tempo change.

Popila is Takara's answer to Konami's popular *Pop'n Music* game. It is a dedicated machine with the game and controller rolled into one. Like *Pop'n Music*, the player must



press the correct button when the falling objects hit the marker on the screen in time with the music. Popila can connect to any TV and is easy to carry around. The coolest feature of E-Kara and

Popila is that they both share the same music cartridges, so you can sing a song on the E-Kara then pop it into the Popila and play it as a music game! Each cartridge contains about 12 songs and Takara will release a new cartridge every month for fresh tunes!



Playstation 2 Printer and Camera



Sony Computer Entertainment Japan announced two interesting peripherals for the PlayStation 2 for this winter. The



PopEgg is an inkjet printer for the PlayStation 2 which allows you to print letter- and postcard-size images that you can send to your friends. The

printer comes with a software called Print Fan which can store up to 200 addresses and names onto the 8MB Memory Card. It also comes with 400 preset images that you can use to make various postcards for different occasions like birthdays and Christmas invitations. The PopEgg can also print out screen shots of various games, but—as in the case of the Game Boy Printer—the game must be PopEgg-compatible. Not surprisingly, Atlus' *Primal Image*, the "game" in which you can pose bikini-clad girls in various positions, is PopEgg compatible.

The PlayStation 2 digital camera will be able to connect through the USB port and combine photographs with game images on screen. No software or clear-



cut feature has been announced yet, but we're guessing it will allow you to do things like mapping your own face onto a video game character. The camera is scheduled to retail for about \$1,000—an ungodly sum! The printer and camera will both be released by the end of the year in Japan; however, there is no word yet about a U.S. release.

Capcom For Me. SNK For You

In conjunction with the release of *Capcom vs. SNK* for the Dreamcast, ASCII of Japan released special controllers for hardcore players of the game. The ASCII Pad FT Special and the ASCII Stick FT Special come in two different color patterns: black and yellow for Capcom and blue and light blue for SNK. The pads cost 3,300 yen each and the sticks retail for 7,300 yen each. Each controller comes with a moves list card for the characters of your loyalty. Show your true colors!

DRAGON QUEST MANIA RETURNS

Enix's *Dragon Quest* (known as *Dragon Warrior* in the U.S.) series has always been known as the "frenzy" game in Japan, where every release of a

Dragon Quest sequel creates huge lines of hungry fans around retail outlets throughout the nation. There was even one incident back in February of 1988 when schools were shut down because they couldn't stop kids from playing hooky to obtain their first copies of *Dragon Quest III* for the Famicom. Nowadays, most of the high-profile games are released on weekends and holidays to prevent people from calling in sick. Still, the *Dragon Quest* frenzy continues into the new millennium as *Dragon*

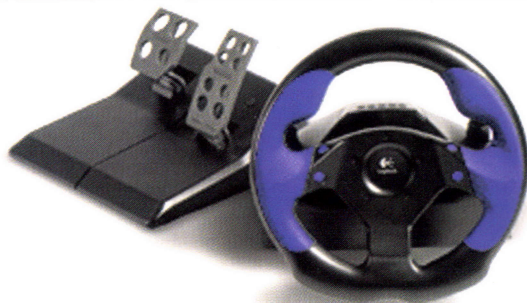


Quest VII was finally released to an anxious Japanese public on August 26th. TV news, billboards and even commuter buses touted the game's release as thousands of people slept

in the streets the night before to ensure that they got a copy when the stores opened in the morning. Tsutaya (a giant entertainment store in Shibuya) even had a countdown with cheering gamers! By the end of three days, more than two million units were sold! The all-time record for "frenzy" buying of a video game in Japan is still held by Square's *Final Fantasy VIII*, which was released on February of 1999 and sold more than two and a half million copies in just three days. In fact, Square took measures to prevent the same situation from happening with the release of *Final Fantasy IX* in July by allowing convenience stores to also carry the game (which is where we got our copy by just walking up to the counter!).



GRAN TURISMO WHEEL



Sony is preparing to release a special steering wheel controller for *Gran Turismo 2000* (*Gran Turismo 3* in the U.S.) for the PlayStation 2. The controller will be able to connect through the USB port and will feature a rubber grip wheel with an accelerator and brake pad. A sleek GT logo will also be imprinted on the wheel. The bad news is that it won't be released in Japan until Winter of 2001!

Mario Gets Serious

Hmmm...we haven't featured any wacky Japanese TV commercials in *Japan Report* for a while, so here's one. The recent commercial for *Mario Story* (*Paper Mario Story* in the U.S.) isn't really "wacky", but we like the fact that Mario is wearing shades! In the commercial, Mario is playing tennis and golfing, a la *Mario Tennis* and *Mario Golf*. As he idly spends his days engaged in various recreational leisure sports, he suddenly has a moment of clarity. "I can't be vacationing anymore," he thinks, "I must go back and do what I do best: adventuring!" And so begins his *Mario Story* adventure!



GIANT TRAVOLTA



Joypolis—Sega's arcade chain in Japan—put up a giant statue of John Travolta as an evil Psychlo from the movie *Battlefield Earth* in its Tokyo arcade recently. Japanese girls dressed as Psychlos were around the statue handing out multimedia CDs. The movie got horrible reviews in the U.S.—one critic even called it "utterly Travolting!" In Japan, however, *Battlefield Earth* is a giant box-office hit! Star power goes a long way in Japan, even if the film stinks to high heaven.



by Pat Reynolds

Hard Core

Each month in *Hard Core* we'll showcase some of the best custom Core designs created by you, our readers, in Agetec's *Armored Core* series of games for the PlayStation (and *Armored Core 2* for the PlayStation 2). If you're an *Armored Core* fanatic and you have a favorite Core you'd like to share with the world, send the specs, color scheme and a brief description to us at:

TIPS & TRICKS Armored Core Designs
8484 Wilshire Blvd.
Suite 900
Beverly Hills, CA 90211

I'll personally take your Core for a test run and if it looks like a winner, we'll show it off here in the pages of *TIPS & TRICKS*. As always, overweight or otherwise illegal Core designs get tossed in the trash. Let's get on to this month's batch of new Core designs!

Featured Core Design:

Reaper

Designed by Matthew Jump of Winter Haven, Florida

GARAGE	
Reaper	
OFFENSIVE POINT	13000
DEFENSIVE POINT	4027
STABILITY	3800
WEIGHT	9094
MOVING SPEED	1460
TURNING SPEED	1030
BOOST ABILITY	2000
SUPPORT SYSTEM	1700
ARMOR POINTS	794
PCS PERFORMANCE	300
OVERALL	2000%
GRADE	SUPERFINE

Parts

Head: HD-ONE
Core: XCL-01
Arms: AN-D-7001
Legs: LNKS-1B46J
Generator: GBG-10000
FCS: FBMB-18X
Boosters: B-VR-33

Back Weapon L: WM-SMSS24 Missile
Back Weapon R: WM-AT Large Missile
Arm Weapon L: LS-1000W Laser Blade
Arm Weapon R: WG-XW11 Laser Rifle
Option Parts: SP-JAM, SP-M/AUTO, SP-AXL, SP-S/SCR, SP-E/SCR, SP-EH, SP-E+, SP-Detq

Color Scheme (General)

Base: Red: 08, Green: 08, Blue: 09
Optional: Red: 10, Green: 14, Blue: 30
Detail: Red: 32, Green: 32, Blue: 33
Joint: Red: 30, Green: 06, Blue: 13

Performance

Armor Points: 8711
Weight: 9151
Price: 1,400,100

Reaper is one of the finest Cores to appear in this column to date. This is a big, well-armored monster that combines a very smart selection of weaponry together to make it a formidable challenger in any environment. Although the WG-XW11 Laser Rifle is a bit underpowered compared to its big brothers, it fires almost twice as fast as the more powerful rifles. The WM-SMSS24 Missile is probably the best missile launcher in the game; it's easily the best one for wide-open arenas. It fires three missiles straight up, which then rain down on their target. The missiles clear walls and other barriers and are extremely difficult to avoid. Of course, in arenas and areas with low ceilings, these missiles become useless...and that's where the WM-AT Large Missile comes in. This bad boy has a load of merely four missiles, but the potential damage they can deal is astronomical. This is the most powerful weapon in the game, no doubt about it. Four direct hits will reduce the most heavily armored opponent's armor by more than half! In designing this excellent Core, the only choices Matthew made which I feel are questionable have to do with the Optional Parts. I'm not a fan of the SP-M/AUTO unit, which auto-fires missiles as soon as a lock is achieved. While it works nicely with the WM-SMSS24 Missiles, the WM-AT is really one weapon that you should only fire when you have a visually unobstructed line of sight to the target. More than once the auto launcher fired my entire stock of Large Missiles into a wall or other obstacle, wasting my most powerful weapon. Also, this Core eats energy when boosting. I'd recommend using one of the Optional Parts that boosts your energy output (the SP-CND-K is optimal for this task) to increase boosting time.



1/2 Life

Designed by Andrew Jump of Winter Haven, Florida

GARAGE	
1/2 Life	
ASSEMBLY	
OPTIONAL PARTS	
PERFORMANCE	
CHANGE COLOR	
EDIT EMBLEM	
NAME ENTRY	
AC TEST	

Parts

Head: HD-4004
Core: XCL-01
Arms: AN-101
Legs: LNKS-1B46J
Generator: GBG-10000
FCS: RATOR
Boosters: B-PT000
Back Weapon L: WC-GN230 Grenade Launcher

Back Weapon R: WM-MVG404 Missile
Arm Weapon L: LS-1000W Laser Blade
Arm Weapon R: WG-XFwPPk Laser Rifle
Option Parts: SP-M/AUTO, SP-ABS, SP-AXL, SP-S/SCR, SP-E/SCR, SP-EH, SP-E+, SP-Detq, SP-ABS/Re

Color Scheme (General)

Base: Red: 34, Green: 31, Blue: 10
Optional: Red: 11, Green: 34, Blue: 29
Detail: Red: 32, Green: 32, Blue: 33
Joint: Red: 40, Green: 40, Blue: 40

Performance

Armor Points: 8658
Weight: 9094
Price: 1,280,800



In another *Hard Core* first, we have two submissions from within the same family: Matthew Jump's Reaper and Andrew Jump's 1/2 Life (check out this month's "AC Challenge" to see how these Cores match up against one another!). I'm guessing that these guys are brothers, although their letter didn't specify. It's great to see a family that enjoys mixing it up in AC together. Anyway, Andrew's Core shares some components with Reaper, including the Core, Leg and Generator units. However, 1/2 Life's weapon load is completely different, and requires different strategies to be effective. For example, the grenade launcher, while powerful, requires the Core to kneel and fire from a fixed position and has long reload times. Andrew's choice of Missile and Laser weapons is good, although he also equips the auto missile launcher Optional Part, which is more of a liability than a help in pitched Versus battles. 1/2 Life would also benefit from the charge expander part as it eats energy very quickly between boosting and firing the laser.



Danger Bunny

Designed by Tom Harman of Holland, Michigan

GARAGE	
D Bunny	
OFFENSIVE POINT	6516
DEFENSIVE POINT	4206
STABILITY	2518
ABILITY	3049
MOVING SPEED	1530
TURNING SPEED	1070
BOOST ABILITY	1000
SUPPORT SYSTEM	3229
ARMOR RANGE	750
FCS PERFORMANCE	1490
OVERALL	13118
GRADE	FINE



Parts

Head: HD-ONE
Core: XCH-01
Arms: AN-3001
Legs: LN-3001
Generator: GBG-10000
FCS: QX-9009
Boosters: B-T2

Back Weapon L: WM-S40/2 Small Missile
Back Weapon R: WC-XC8000 Plasma Cannon
Arm Weapon L: LS-99-MOONLIGHT Laser Blade
Arm Weapon R: WG-Xc4 Plasma Rifle
Option Parts: SP-CND-K, SP-S/SCR, SP-E/SC, SP-Detq

Color Scheme (General)

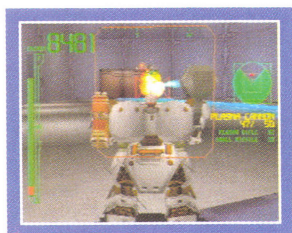
Base: Red: 37, Green: 37, Blue: 37
Optional: Red: 22, Green: 14, Blue: 0
Detail: Red: 27, Green: 27, Blue: 27
Joint: Red: 19, Green: 11, Blue: 00

Performance

Armor Points: 9453
Weight: 9420
Price: 947,000

We seem to have a theme going in this month's *Hard Core*: heavy, power Cores. Danger Bunny is no exception. In fact, it's the heaviest monster so far, weighing in with nearly 9500 Armor Points. The back mounted Plasma Cannon is a high-damage beast as well, but it requires a stationary firing position, leaving the already heavy Core even more exposed to attack. The Plasma Rifle is also a good choice for a hand weapon, but the back-mounted Small Missile lacks the punch that would round out this heavy hitter. Also, the Core unit, while high in armor points, only holds 12 Option Part slots, meaning that you'll have to sacrifice some beneficial parts in the name of better armor. Danger Bunny is capable of powering through battles, and if you can catch your opponent by surprise with the cannon you'll be able to dish out lots of damage.

Grade: **FINE**



Dragoon

Designed by Brandon Bacchus of Fort Saskatchewan, Alberta

GARAGE	
Dragoon	
OFFENSIVE POINT	6062
DEFENSIVE POINT	3527
STABILITY	3003
ABILITY	4550
MOVING SPEED	1460
TURNING SPEED	1000
BOOST ABILITY	2000
SUPPORT SYSTEM	1450
ARMOR RANGE	912
FCS PERFORMANCE	1530
OVERALL	15411
GRADE	FINE



Parts

Head: HD-06-RADAR
Core: XCH-01
Arms: AN-201
Legs: LNKS-1B46J
Generator: GRD-RX6
FCS: TRYX-BOXER
Boosters: B-P351

Back Weapon L: WR-S100 Small Rocket
Back Weapon R: WC-GN230 Grenade Launcher
Arm Weapon L: LS-200G Laser Blade
Arm Weapon R: WG-XP1000 Pulse Rifle
Option Parts: SP-CND-K, SP-S/SCR, SP-E/SC, SP-Detq

Performance

Armor Points: 9179
Weight: 8677
Price: 471,100

The Pulse Rifle is kind of the middle ground between a machine gun and a laser rifle. It's an energy weapon; it has a high rate of fire, better damage than your average machine gun and sports a good ammo count (180). It's generally a weapon used by smaller, fast Cores, since it plays well in hit-and-run and strafing tactics, but Dragoon (named after Sony's *Legend of Dragoon* RPG, according to Brandon) is a slower, heavy Core. It has the requisite high AP to go along with the bulky parts—and Brandon has opted for the Grenade Launcher to round out the heavy-hitter look. The drawback to his weapon load is that both the rocket and the grenades are hard to use accurately, especially against quick opponents. Rockets have no tracking capabilities and are best used against stationary enemies; the Grenade Launcher has that nasty reload time and requires a fixed firing position. This means that against all but the slowest of opponents, Dragoon will have to rely on the Pulse Rifle—which may be up to the task—and the high Armor Points guarantee that it can take lots of punishment and still emerge victorious. Still, fast Cores equipped with Laser Rifles or Large Missiles will eat Dragoon for lunch.

Grade: **FINE**



AC Challenge!



Think your Core is better than one we've showcased here in *Hard Core*? Send in your Core design and a written challenge against the Core you think you can beat. Our *Armored Core* experts will go head-to-head in a best-out-of-three Versus match with your Core and your chosen opponent, and

we'll give you the results right here! It's a family feud this month as we pit Andrew Jump's 1/2 Life against Matthew Jump's Reaper! Local *Armored Core* champ Shawn Sodman acted as my opponent and we each played three link-mode Versus matches with both Cores. As you can see from the chart above, Reaper swept all six battles...and quite handily, I might add. After some further testing with both Cores, Shawn and I discovered some of the reasons that make Reaper so much tougher than the seemingly equally matched 1/2 Life. Both machines have the same Core and Leg units and the same Generator for energy output. They have negligible differences in Armor Points (8711 vs. 8658). They both use the infernal

auto-launcher part that caused me to fire all four of Reaper's Large Missiles into a wall when I accidentally switched weapons in the middle of one battle. Here's what we discovered: Although 1/2 Life has the better Laser Rifle, Reaper's arm and head units give it better anti-energy protection, resulting in the fact that Reaper outlived 1/2 Life by over 1000 AP in a toe-to-toe stationary laser fight. 1/2 Life has the Grenade Launcher, but standing still to fire it leaves the Core susceptible to a hit from Reaper's monster-damaging WM-AT Large Missile. Reaper's missiles are superior, and the chosen FCS—combined with the FCS accelerator unit—locks on and pumps them out at an incredible rate. 1/2 Life's lack of the SP-JAM (missile lock jammer) Optional Part really hurt, since Reaper can put up a near-constant stream of missiles...and they pretty much all connected! Both Cores suffer from high energy consumption and no Optional Parts to alleviate it; at one point in one battle both Shawn and I ran out of energy and had to rely on missiles and grenades while our Cores recharged. (Note: Andrew submitted another Core which I haven't checked out yet, but from the look of its parts list, it stands to give Reaper some serious competition. We'll feature that battle in a future issue.)

Core	Pat	Shawn	Overall
Reaper	3 win	3 win	6 wins
1/2 Life	0 wins	0 wins	0 wins

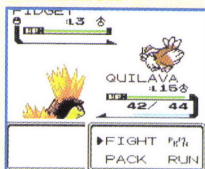


Pokémon Gold and Silver Update

Starting this month, a sub-section of *Pokémon Report* will be devoted exclusively to continuous coverage of gameplay related to *Pokémon Gold and Silver*. These two heirs to the Pokéthrone were released in stores on October 15th, ensuring the perpetuation of a Nintendo duopoly in the handheld universe.

★ New Features ★

Pokémon



When catching wild Pokémon, you'll notice there's a blue meter under your Pokémon's health bar, and that your Pokémon and the one you're trying to catch have icons reflecting their gender. The blue meter monitors the amount of experience your Pokémon receives; when filled all the way your Pokémon gains one

level. Pay attention to the gender of the Pokémon you're trying to catch, since once you get far enough along in the game you'll need to catch a male and female of the same species, leave them alone for awhile, and let nature take its course...in order to get a little bundle of Pokéjoy. Just like in *Red* and *Blue*, there are certain Pokémon that are exclusive to each version; additionally, there's also a "get" percentage, e.g. a Pokémon that's commonly encountered in *Silver* may be rarely encountered in *Gold*.

Pokégear



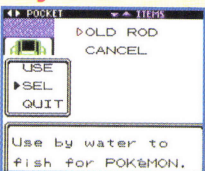
This starts out with only a watch, cell phone and phone book, but will grow more sophisticated with every card you add. The first you'll receive is the map card, which you get by letting the old man in Cherrygrove give you a training tour.

World



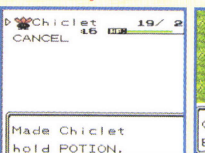
There's a new area to explore called Johto, and one of the first things you may notice is that the route numbers pick up where *Red* and *Blue* left off. Don't feel too homesick for Kanto (the main area in *Red* and *Blue*) since later on in the game you can visit some of your old stomping grounds.

Key Items



Remember what a pain it was to get on your bicycle in *Red* and *Blue*? In *Gold* and *Silver*, you can assign your bicycle (or any other key item) to the SELECT button and use it without any messy menus getting in the way.

Berries, etc



Pokémon are able to hold items and will use some, like berries, automatically during battle. Berries with varying curative properties can be found

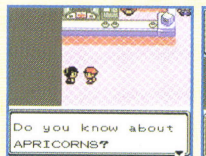
on any of the large trees scattered throughout the world map. Other items will enhance a Pokémon's innate abilities when held; for example, making a Bellsprout hold a miracle seed makes its grass-type attacks stronger. A beneficial side effect of your Pokémon's new pack animal abilities is that you can give your friends rare items by making your Pokémon hold it, and then trading with them.

TM/HM



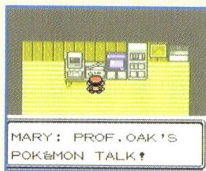
It's no longer necessary to boot up a TM to figure out what it does; in the TM/HM pocket on your pack, they are listed by both their numbers and the names of the abilities they teach.

Pokéballs



In addition to berries, the large trees on the world map sometimes bear apricorns, which can be given to Kurt in Azalea City to make custom Pokéballs.

Radio

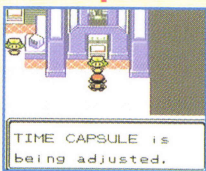


There's a radio in every house, usually tuned to *Professor Oak's Pokémon Talk*. If you stand in front of the radio long enough, he'll tell you on which routes to find different Pokémon. Oak has a co-host, DJ Mary, who adds some colorful commentary to relieve the monotony. Eventually, you'll be able to access different radio stations with your Pokégear.

Mystery Gift

Using the infrared port on the Game Boy Color, you can create mystery gifts with your friends, which will sometimes be rare items that can't be found any other way. You can only perform the mystery gift function once a day with each friend. However, you can also make mystery gifts with the *Pokémon Pikachu 2*, without any limits. The mystery gift option will not appear in *Pokémon Gold* and *Silver* until a girl in Goldenrod City tells you about it.

Time Capsule



Like the mystery gift, the time capsule only comes to those who wait. To curb the possibility that an unscrupulous trainer might want to instantly load a maxed-out Pokémon from *Red* and *Blue* directly into *Gold* and *Silver*, the ability to trade between the old and new games can't occur until much later on in the game.

See next page for Mini-Walkthrough ▶▶▶



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- March - (X993) Syphon Filter (Part 1):** CarnEvil, Irritating Stick, Snowboard Kids 2, Castlevania (Part 1), Tetris
- June - (X996) Super Smash Brothers:** Super Mario Brothers Deluxe, Ehrgeiz, Shadow Madness, The House of the Dead 2 (Part 1), Bomberman Fantasy Race, Guardian's Crusade (Part 2)
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2000

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- July - (X007) X-Men Mutant Academy:** Excitebike 64, Covert Ops: Nuclear Dawn, Street Fighter III: Double Impact, Army Men: World War, Pokémon Trading Card Game, Garou: Mark of the Wolves
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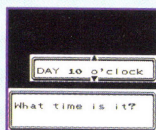
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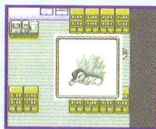
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Mini-Walkthrough (New Bark Town to Violet City)



• Set your clock and calendar. Within a given area, different wild Pokémon will appear according to whether it's morning, afternoon, or night. There are also events that only take place on certain days of the week. The clock in *Gold* and *Silver* is real-time, so you'll be playing at all hours if you want to catch them all.



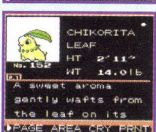
• Go to Professor Elm's Lab to get Cyndaquil, Totodile or Chikorita as your starting Pokémon. You'll be sent on a quest to find Mr. Pokémon, who's in the far north of Cherrygrove. As in *Red* and *Blue*, you can't buy Pokéballs until you finish this assignment.



• Get the Mystery Egg from Mr. Pokémon and a Pokédex from Professor Oak. When you head back to New Bark Town, your archrival will accost you. His Pokémon will be whichever start Pokémon has an advantage over your start Pokémon's type.



• Head to the Pokémon Center in Violet City and speak to Professor Elm's assistant. He'll tell you that the Mystery Egg contains a Pokémon that won't hatch unless it's carried around with other active Pokémon. Make room in your party to include the egg and eventually it will hatch into Togepi.



• Professor Elm's assistant gives you a total of five Pokéballs before your journey to Violet City, even though it appears he's only giving you one.



• Major characters and various trainers will sometimes exchange phone numbers with you. Speak to trainers after you defeat them.



• Sprout Tower: Defeat the elder on the top floor of the Sprout Tower to get HM05: Flash. There's a gauntlet of his disciples to plow through first. Since most of them rely on Bellsprout, this area is remarkably easy if you chose Cyndaquil as your starting Pokémon. If you've got Totodile you're at a type disadvantage—and fighting them with

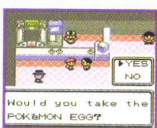
Chikorita takes ages—but if you've got some normal Pokémon from around the area like Sentret, Pidgey or Rattata, this tower shouldn't present any problems. The trainers on the lower floors of Sprout Tower use level 3 Bellsprouts; further up you'll encounter a few level 7s and a couple of Hoothoots.



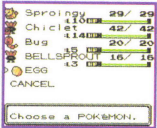
• A trainer named Kyle in the southwest house of Violet City will trade you an Onix for a Bellsprout. Check the grassy area immediately east of Violet City to pick up a Bellsprout.



• Violet City Gym: It's bird paradise in this gym. There are two trainers to face before Falkner. The Pokémon you'll face are Pidgey, Spearow and Pidgeotto, the toughest being Falkner's Pidgeotto. Defeating him garners you the Zephyrbadge (which increases your Pokémon's attack power), the ability to use Flash anytime and TM31: Mud-Slap.



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Hey you, pikachu!

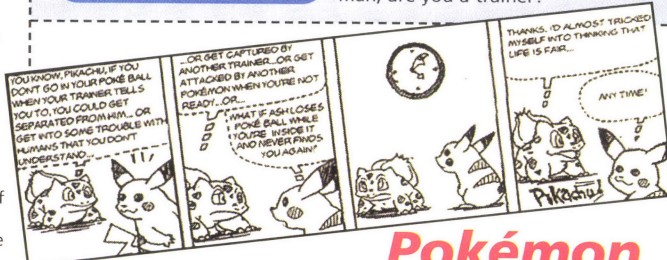


Although *Hey You, Pikachu!* is recommended for children 12 and under, it's an entertaining novelty to add to anyone's game library, since it's the first Nintendo 64 game to use voice-recognition technology. The beginning of the game follows a linear path which guides you down the path of friendship with Pikachu and familiarizes you with his limited vocabulary. Once you've gone on a few wilderness romps with your new buddy, Pikachu will trust you enough to steal your food, sleep in your bed, play with your Nintendo and generally make a mess of your room, not unlike an annoying younger sibling. The exterior world is full of Pikachu's friends; he'll picnic with Bulbasaur, baby-sit for Butterfree and fish up Magikarps and other water Pokémon. He also has a rather disturbing habit of picking anything that looks remotely edible off the forest floor and eating it. Once you get the hang of speaking slowly, loudly, and nicely to Pikachu (he appears not to register some of the nastier words in the English language), you can help him perform fairly well in the various mini-games and quests you come across during your daily romps. *Hey You, Pikachu!* comes with a microphone peripheral packed in and retails for \$89.95.

Pokémon Gold and Silver Game Boy Color Carrying Case



If you've read the title to this article, there's not much else to say. The case is made of soft cloth decorated with decals of Pokémon from *Pokémon Gold* and *Silver*; it fits a Game Boy Color fairly snugly. Get out there in the real world and accost other kids like that one thug Anatole saw in Blockbuster one day who asked another, "Hey, man, are you a trainer?"



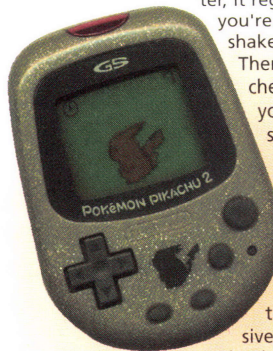
Pokémon SYNDICATED COMIC STRIP

On September 10th, the first nationally syndicated *Pokémon* comic strip starring Pikachu, Ash and the usual suspects debuted in top newspapers across America; titles included the Washington Post, Chicago Tribune and the Seattle Times. Artist Ashura Benimaru—who helped create the Pokémon craze in the first place—and seasoned comic artist Gerard Jones are working together to make the strip, which runs daily and in color on Sundays.

Pokémon Pikachu 2

Compared to the simplicity of virtual pet *Pokémon Pikachu 2*, a Chia Pet seems as high maintenance as an NBA player's ex-wife. Pikachu will do his thing without needing any input from you whatsoever, so just clip the device onto a belt or bag and you're ready to go. Although the *Pokémon*

Pikachu 2 is touted as a pedometer, it registers any type of movement, so if you're not in the mood for walking, just shake it around a little to up your score. There's an internal clock, and if you check in on Pikachu throughout the day you'll see that his daily routine corresponds to the time; for example, at noon he's always eating lunch. Check on him a few minutes later and he's brushing his teeth. Pikachu also apparently has an exercise regimen inspired by the U.S. Army. Unfortunately, you can't affect any of these animations and they eventually recycle. It's not completely passive, however; you can play a mini-game with Pikachu where you guess if a card is high or low, earning or losing watts according to your answers. Give these watts to Pikachu as presents, otherwise he'll start calling you a "meanie". Unless you're extremely lazy and leave him lying around in the dust for a few days before playing with him again, Pikachu will maintain his good humor with a minimum of effort from you. The gold-dotted silver casing of the unit is unique to the English version; in Japan the *Pokémon Pikachu 2* was known as the *Pocket Pikachu 2* and came in a clear case. The new English duds are probably meant to indicate that the *Pokémon Pikachu 2* can interface with the infrared port on the Game Boy Color to create mystery gifts in *Pokémon Gold* and *Silver*.



Pokémon Report

Pokémon Center EXPANSION

Japan's two Pokémon Centers—in Tokyo and Osaka—have been selling Pokémon merchandise for years. Now it's time for



the rest of the world to get in on the action, as Nintendo breaks ground to build Pokémon Centers in two major shopping metropolises: New York and London, beginning in early 2001. If these two stores are successful, more Pokémon Centers will sprout up in other cities across the Western Hemisphere.



PokéROMs: The Movie Series



The second series of PokéROMs contains 10 new designs



all based on Pokémon the Movie

2000. The collectible edutainment miniature CD-ROMs contain multiplayer quizzes, new characters to add to your Pokémon Sanctuary if you've already played with the first series of PokéROMs, and a Pokémon Viewer showing scenes from *Pokémon the Movie 2000*.

Disclaimer: If you own an iMac or any other computer that has a slot-loading CD-ROM drive, don't put the PokéROM in it. Trust me on this.



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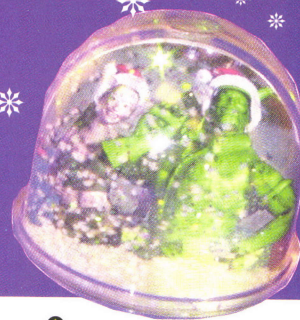
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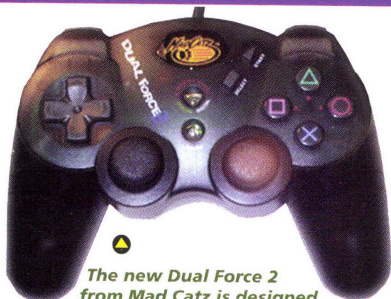


Christmas is almost here! It's the time of year when all us grown-ups here at **TIPS & TRICKS** can flaunt our new toys and not feel guilty about our child-like obsessions! Here we'll show you some great gift ideas for the holidays, but if you're anything like us you'll just demand them to be put under your tree.

Cool Zone



The Sarge and Vikki from the Army Men: Sarge's Heroes series wish us and our readers a Happy Holidays from 3DO!



The new Dual Force 2 from Mad Catz is designed specially for the PlayStation 2, but it can also be used for the regular PlayStation as well. Special moves can be programmed by using the Macro function for single-button executions so you can cheat in your favorite fighting games like Street Fighter EX 3. The buttons are all analog and the Macro function can also record the sensitivity of each button press.



The V3FX Racing Wheel 2 is another Performance brand Interact product that is built specially for the PlayStation 2. The wheel comes with a foot pedal unit for analog gas and brake functions. The buttons on the wheel can actually be reconfigured in any way you want for maximum driving comfort. The steering column's tilt and height can be adjusted. The wheel and pedal unit together go for \$49.99. Very nice!



This blow-up Kyaro wrist doll from Grandia II was given to us by Ubi Soft. It is recommended that you wear this thing while playing the game for extra spiritual guidance. Cheers to Jamie, our new Editorial Assistant, for her superb hand-modeling job!



The Interact Shark MX lets you send and receive e-mail messages using your Game Boy Color! The modem can be slipped into the Game Boy like a cartridge; hook up the trailing phone jack, call the toll free number and you're online. First-time users get 30 minutes of free web access time, afterwards it costs \$6.00 for every 60 minutes. In addition to using e-mail, the Shark MX has a calendar, address book, calculator and clock, transforming the Game Boy Color into an effective Personal Digital Assistant for kids or anyone else on the go. Shark MX retails for \$39.99.



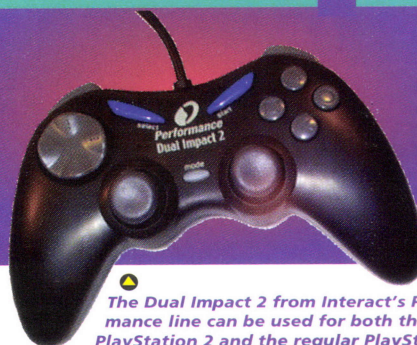
Ara had the whole office green with envy when his special Keyboardmania controller arrived at the office for his PlayStation 2. Keyboardmania is part of Konami's Bemani music game series which includes Beatmania, Guitar Freaks and Drummania. The Keyboardmania controller can also use the same stand as the one used for Drummania for the PlayStation 2. The keys are semi-weighted (to use a musician's term) and comes really close to being the real thing. The controller connects through the USB port of the PlayStation 2. Dance Dance Revolution for the U.S. is coming for the PlayStation, so there is hope that Konami will release more music games out here!



Cool Zone



The PlayStation 2 Shadowblade Arcade Stick from Interact is very similar in design to the Alloy Arcade Stick for the Dreamcast. The buttons are lined up for optimal fighting game configurations. It has a sleek form with a rubber palm-rest to accommodate furious button mashing. If the sales of the Alloy Arcade Stick are anything to go by, you can bet that the Shadowblade will also be very hard to find in stores.



The Dual Impact 2 from Interact's Performance line can be used for both the PlayStation 2 and the regular PlayStation. A special LED Mode button allows you to switch between Analog and Digital mode. Although the Performance line is usually labeled as Interact's budget products, the Dual Impact 2 is sturdy and feels good in the ol' hands. The Dual Impact 2 retails for \$24.99.



This is by far one of the coolest promotional items we've ever received from a game company! Capcom sent us a remote control Tyrannosaurus Rex to promote its new game, *Dino Crisis 2*. It's actually made by Wow Wee Inc. and is part of the company's Dino Tronics line of remote-control dinosaurs. The T-Rex can swing its head and roar while walking in any direction. There are three sets of head movements and three different roaring sounds that can be combined in any way to bring your Lizard King to life. You can actually purchase the dinosaur on Capcom's website for \$45.95. Hurry, because they have a limited supply!



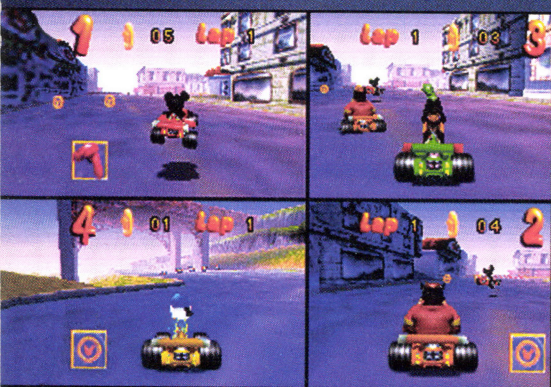
Nyko, the geniuses who brought us the Worm Light for the Game Boy Color, brings out another original product called the Blob Light. The Blob Light functions in the same way as the Worm Light—as a light source for the Game Boy Color—but it's shaped like a monstrous mass of slime! The Blob Light also uses a clearer white light illumination that covers the entire Game Boy Screen. Now this is an awesome accessory! Available in green or purple for \$14.99.

This Gundam Heavy Arms model kit based on the TV show Gundam Wing was given to us by Bandai. Expect more Gundam merchandise to start hitting the stores now that a core fan base has developed with the Gundam Wing show on Cartoon Network. Gundam model kits are currently the fastest selling model kits in Toys 'R' Us and other major retail outlets. The kits come directly from Japan where they are also heavily sought after. Forgive our model—we don't have paints!



We sent out an order from Sony for some Egg Foo Young and instead they delivered us the Spyro Lunch Special to promote their new game, *Spyro: Year of the Dragon*. Each fortune cookie comes with invaluable Spyro tips and the Egg is soft and squeezable.

MICKEY'S SPEEDWAY USA

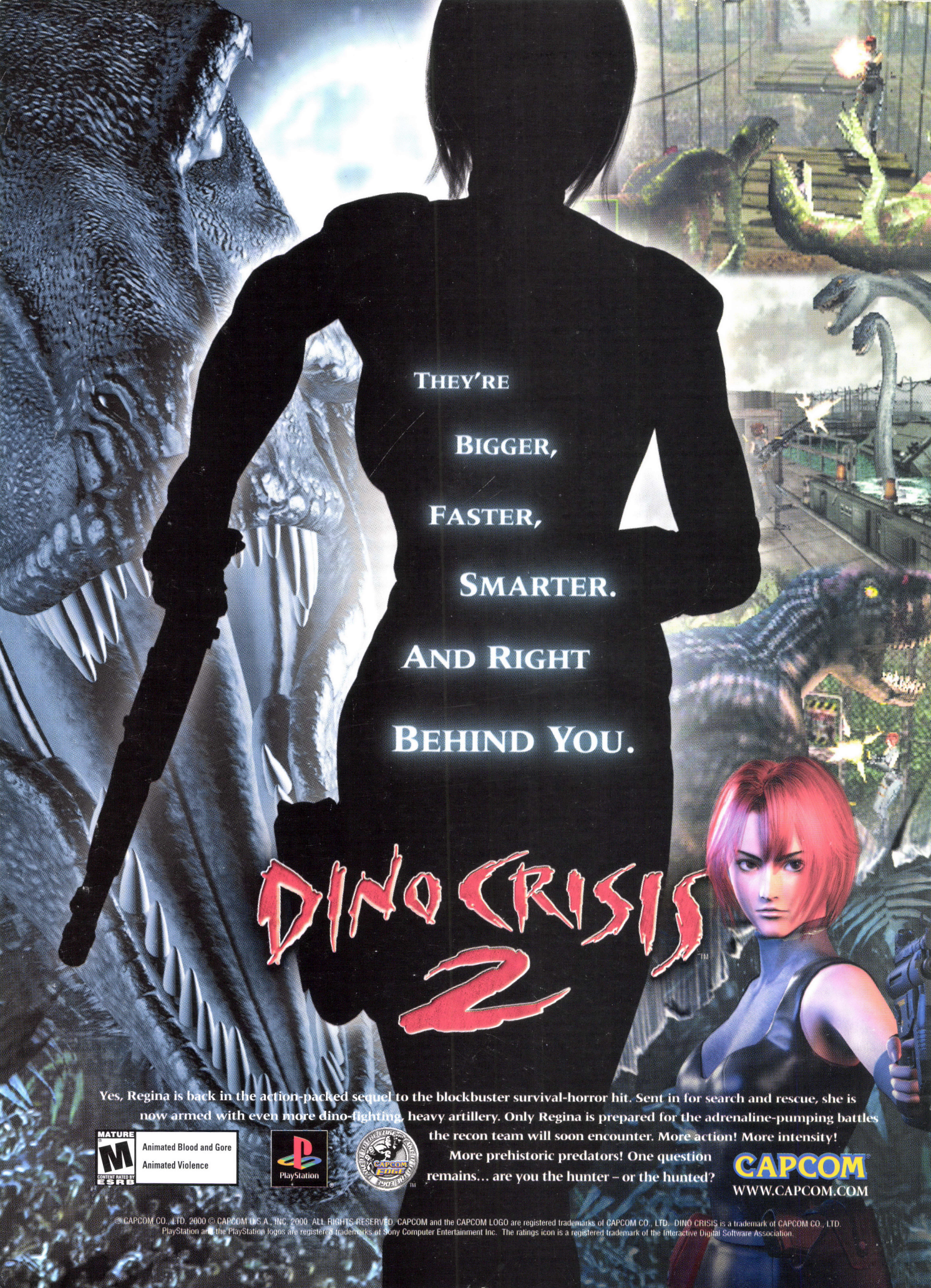


Okay, aerodynamic he's not.



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www.nintendo.com

But Mickey and his friends still tear it up with 4-player action and 16 magical tracks.



THEY'RE
BIGGER,
FASTER,
SMARTER.
AND RIGHT
BEHIND YOU.

DINO CRISIS 2

Yes, Regina is back in the action-packed sequel to the blockbuster survival-horror hit. Sent in for search and rescue, she is now armed with even more dino-fighting, heavy artillery. Only Regina is prepared for the adrenaline-pumping battles the recon team will soon encounter. More action! More intensity!

More prehistoric predators! One question remains... are you the hunter - or the hunted?



Animated Blood and Gore
Animated Violence



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